
Subject: Re: Old player wants new info plz.

Posted by [R315r4z0r](#) on Wed, 17 Nov 2010 22:52:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok. Look:

You said this:

Dover wrote on Wed, 17 November 2010 12:44 If we take the BlueHell bug as an example, how does not fixing it mess with game balance, if it's the same it's always been?

However, after I had already said this:

R315r4z0r wrote on Wed, 17 November 2010 11:52 You need to fix these bugs or else the balance will suffer....I said if they aren't fixed, then you are messing with the game's balance. I said, right there, that FIXING bugs is necessary because if you don't, they might effect the balance of the game. So right there, what you said doesn't make sense. I said fixing bugs is important, but you went on to say that I was some how against fixing bugs.

Then, you said this:

Dover wrote on Wed, 17 November 2010 12:44 And why would making changes make bugs? Sure it can, but why does it have to?

Which was obviously a call out to the choice of words I made here:

R315r4z0r wrote on Wed, 17 November 2010 11:52...I said making changes has adverse side effects called bugs...

I did not intend to say all changes = bugs, but it is fair to say that if you change something, chances are pretty much that something else happened that you weren't expecting to happen. It doesn't happen all the time, but it does happen and should be fixed if it causes a problem.

Normally it's a balancing act. Something drastic is done to cause change but has a lot of adverse bugs that appear. Testers find and report these bugs and they are worked on. They get fixed but more bugs appear, although substantially less than before. This keeps going back and forth until all problems have been sorted out.

Now, to answer your question here:

Dover wrote on Wed, 17 November 2010 12:44 If we take the BlueHell bug as an example, how does not fixing it mess with game balance, if it's the same it's always been?

BlueHell itself is a bug. Leaving it wouldn't really change Renegade's gameplay from what it has been, but removing it would greatly improve it.

I said bugs need to be fixed. BlueHell is a bug. Granted, it is a bug left behind by Westwood and not TT, it should still be fixed because all it can do is help improve the game.

Now, I know that that issue has already been dealt with. I don't know exactly what happened to get it fixed, but I can only assume that, like I said above, it was a balancing act between things that worked and things that didn't until finally an equilibrium was found that effectively resolved the issue.

I do not believe that removing the bug will have any negative effects on balance. The only negative things that could come out of fixing the BlueHell bug should have already been dealt with in the process of testing the fix in private games.
