Subject: Re: New maps?
Posted by Spoony on Sun, 14 Aug 2011 15:57:03 GMT
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EvilWhiteDragon wrote on Sun, 14 August 2011 05:32Why? Come up with arguments then? The targetting deadzones are properly fixed in TT. For people that are on stock ren or 3.4.4. it's just as easy to download TT as it is to download Mesa2.
is it really? so any server owner and any player can download TT right now without any problems, no bugs on the side to put up with etc?

mesa2 is a complete success, as i predicted it would be. it's an enormous improvement over the original (indeed i consider it the original mesa, since the only change is the removal of a bug, just as the pointsfix can be reasonably considered to be the original renegade points system). it's surpassed expectations in the balance testing i arranged and proved itself excellent for both competitive and non-competitive play. the only problem is if you wanna use it in a server, players have to download it as if it were a fanmap. this takes barely a minute. you just download the map and you're away, you can play in a server which hosts it (any community match/tournament etc is absolutely bound to use mesa2 rather than mesa1)

when will your alternative TT solution be as good a solution as this, let alone better as you imply? i hope it's soon.