
Subject: Re: Good job
Posted by [ehhh](#) on Fri, 11 Jul 2014 16:36:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

liquidv2 wrote on Fri, 11 July 2014 16:25roszek wrote on Thu, 10 July 2014 10:38I also think it is a bad idea changing munitions on stock ren vehicles, and if you want to add new vehicles to a map you should just do a new set; certainly not add more vehicles than people can keep track of.

it's more vehicles than he himself can keep track of, let alone take care of

it could become something truly awesome if the added / edited units and vehicles made sense and actually played out well instead of simply existing

it's essentially taking a balance that has worked out pretty well on its own for over a decade and tossing it into a blender with a bunch of other unrelated stuff, microwaving all of that once it comes out, and then presenting it to the public as a finished product
the result is something new and different, but not necessarily in a good way
it's utterly confusing and chaotic, with no semblance of reason or balance present

zunnie can continue to make braindead replies, but listening to what people are telling him here would be for the best

the problem i have with the vehicles is that there's like 30 of them and i have no idea what each one does, so its like a mystery if the vehicle is going to be useful or not, the pictures dont explain shit about them

on the other hand that map that has all the generals vehicles is pretty good, you know what your buying too cause of the pictures on the pt!!!!

p.s. zunnie is a lost cause
