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Subject: Unit Balance

Posted by [Crimson](#) on Sun, 25 Apr 2004 22:59:29 GMT

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We are FIXING bugs that Westwood intended to fix. You know what else is cheating? That the host of a server gets to see these things already!

The host has their pistol already loaded.

The host gets to hear when the harvester is damaged.

The host doesn't see snipers flicker when they strafe while scoped.

etc...

If Westwood did not intend to release these features, then why are they available to the host? Furthermore, in our research, we are finding mere typos or syntax errors that were making these things not work. This obviously shows that Westwood intended to have these features available.

However, it appears you are in the minority, as less than 1% of all RenGuard users have opted not to accept these bug fixes. Thanks to all of you for your support.

mahkraCrimsonThe bug fixes we have scheduled right now will work on ANY server you join.

To me, this seems tantamount to an endorsement of cheating. Some people may not agree that all of the "bugs" actually need to be changed. (And as self-proclaimed "leaders of the community," you should be sympathetic to those of us who wish to play the game un-modded.)

You may not think of these bug fixes a cheat. But consider this: if one person starts with a pistol always loaded, and another must reload his pistol before firing, doesn't that give one player an unfair advantage? (Granted, this is not as extreme as, say, a bighead mod, but it is still unfair.) Another example: if only one or two people in a game can see icons to go along with radio messages, doesn't that create an unfair situation?

I believe that if you want to fix bugs and make balance changes, you should release everything as a mod to the game, so people can still play a totally un-modified game on certain servers. Don't just try to change the game itself. Doing that only punishes those of us who want to play the game the way Westwood made it.

-mahkra

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