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Subject: Unit Balance

Posted by [Deathgod](#) on Tue, 18 May 2004 04:48:17 GMT

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flyingfoxDeathgodflyingfoxOn that note, why argue about changes if neither you or your server is going to be playing them?

I already explained that above, look up a few pages.

Oh yeah. Well, you said it'll affect people who aren't aware of the changes when they go from server to server. When they download these levels, there'll be readmes coming with them (I assume) with all the changes & fixes. Unless they choose not to read the readmes

Off-topic: It would be good if BHS released fixed WW maps without balance changes, just changes like the obelisk charge up etc, to be used server-side so that everyone who joined a server would be playing fixed levels without needing to dl anything. Also: maybe some C&C music to accompany them?

Think of the average player of this game... they're going to be confused when they play 2 or sometimes 3 different versions of the same map, all with different features. Always assume the end user of a product is an idiot until such time that their intelligence is proven.

I would agree that it would be nice to see a fixed WW map release, of course without any cosmetic or balance changes but with the ob charge and the radio icons added in. Music is unnecessary, though. If you want to listen to C&C music, run Winamp in the background. The performance hit from that is nothing at all, plus you can listen to whatever you want. Nothing beats listening to classical music when you go on a shotgun killing spree.

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