Subject: Make a list of all changes you have already done
Posted by Reaver11 on Sun, 10 Aug 2008 15:23:08 GMT
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Wouldn't it be a good idea to post on a site or a locked topic inside TT forums the changes you have done?
(this is only useful before you release the first version of the patch)[If this already exists can you post a link to it?]

So that people can see what you guys fixed and if they agree to it. (especially for changes that will adjust the game play (pct's no longer accessible outside / the flame tank muzzle)

You don't have to make a poll for everything, but this way you can see if people want something to be fixed. Or that they can give comments on how to fix it.

So this way you get a list like this ->

bug----------------changed/fixed
point fix-----------(explanation/effect that)[transport chopper armor changed to heavy armor]

Something like that example list. (I just made something up for the list it is only there to give you an idea of what I mean)

See this as a change log in advance and to see if people like what is done.

Subject: Re: Make a list of all changes you have already done
Posted by gkl21 on Sun, 10 Aug 2008 15:33:54 GMT
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Basically this -> http://www.renegadeforums.com/index.php?t=msg&th=29329&start=0&rid=2 1078

There are a few things added since then, but all of those are basically in here (more-or-less).

You will never get everyone to agree on everything. Look at the pointfix topics and all the bs that is in those.

Another quick one, the outside PT glitch. This is abused basically by everyone (even I do it). If it's a bug it should be gone. It affects everyone the same way, so all gameplays are the same, you will just have to not abuse glitches so much, or not at all.

If something can be proven it's a bug, it should be fixed by all means.

Subject: Re: Make a list of all changes you have already done

Posted by Reaver11 on Sun, 10 Aug 2008 16:58:17 GMT
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Yep something like that. I know it is very hard to get everyone to be agreed with it. But a changelist could prevent unwanted effects.

But with a changelist we can atleast see what they are/have changed.

Subject: Re: Make a list of all changes you have already done
Posted by Craziac on Sun, 10 Aug 2008 23:37:14 GMT
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gkl21 wrote on Sun, 10 August 2008 17:33Another quick one, the outside PT glitch. This is abused basically by everyone (even I do it). If it's a bug it should be gone. It affects everyone the same way, so all gameplays are the same, you will just have to not abuse glitches so much, or not at all.

It's actually not that hard to fix. I made a fix for my server but no one seemed to want it so I removed it. Not sure if this should be removed.. maybe something to be left to the server owners.

Subject: Re: Make a list of all changes you have already done
Posted by StealthEye on Mon, 11 Aug 2008 00:35:35 GMT
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A full change list is probably too much work to keep updated, considering we fix multiple bugs a day. There will be a full changelog as soon as the beta comes out though.

We're focusing to change gameplay as little as possible. For people start talking about the points fix and flamer bug as soon as I say that: yes, they really don't affect normal gameplay that much, unless you know about the bug and use it all the time. Using PT's outside of buildings probably has a much bigger effect though (can easily win or lose you the game when there is a beacon).

Subject: Re: Make a list of all changes you have already done
Posted by blly on Mon, 11 Aug 2008 14:31:57 GMT
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ya dude its like impossible to disarm beacons in 2v2 games then. you have to bring 2 engis incase 1 dies, and try to pistol/remote the sbh/sak thats dum