Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 13:07:00 GMT
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What do you think of shooting the HON on the map Islands with an MRLS,is this unfair?I don't think it is at all, when I am on Nod on that map I just gather the credits being an tech at the MTC. After enough credits for buying a stealth tank and Nuke I am off for battle. Just make sure that one of your teammates takes over at the MTC :-)In that way they get credits fast as well for buying what ever they want.The MRLS attacking the HON are no threat really just let them go, one of the stealth will take care of them.Same way the other way around, playing on GDI I get credits fast shooting the HON. My only reason is for saving up, so I can be Mobius chasing the stealth coming in placing there Nuke's.Off course players (interested in ranks) sit there shooting the HON just for an high score, but who cares!.Today I was kicked from "The Pitts" for shooting the HON from our base.I knew it is in there regulations, was just testing if they would actually do it.What do you think, are The Pitts just a place to avoid, or are they the place to be?Grtz WOLname dutchduc [August 31, 2002, 15:22: Message edited by: Duc]

Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 14:14:00 GMT
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It was not ment by the map designer so its a bug using, so it is unfair play using the MRLS to HON attack.

Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 15:05:00 GMT
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How do we know it wasn't meant by the map designer?

Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 15:13:00 GMT
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quote:Originally posted by Demolition man:It was not ment by the map designer so its a bug using, so it is unfair play using the MRLS to HON attack.Thanks for the info, but I still think both sides GDI and Nod can take there advantage out off shooting the HON. So this is fairplay.Are them people in The Pitts some kind of cyber game police, who control what the designer wanted with the game?GrtzDuc

Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 15:46:00 GMT

quote:Originally posted by BruX:How do we know it wasn't meant by the map designer?He told us. You maybe can find it on the forum somewhere siad by other people.

Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 16:00:00 GMT

Free credits for no work for GDI. it's unfair. You get 2x as many creds (i think) for attacking.

Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 16:23:00 GMT

This was answered awhile ago, and it was found to be an exploit. The question was brought up in an interview with the map creator and he stated it was only ment for gunners and such to be able to hit the Hon, not the MRLS. It was a post in General Renegade Discussion forum, I believe. If I see it again I will post a link.

Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 17:45:00 GMT

The post I spoke of has been deleted, if anyone remembers where the interview was please post.

Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 18:53:00 GMT

I started one of those threads a couple of months back. I believe it was Ack that posted the interview. On the Pitts server they have their own rules and what is allowed and what is not. I don't agree with most of it as it limits the game but they can run THAT server anyway they want. I go there sometimes to play but not for long because I often see (If I'm on the winning team) my team mates getting booted by moderators who are losing. As soon as I see this I leave so I can't tell exactly who is doing the booting. The way I see it NoD has such a huge advantage with stealth nukes that GDI has to exploit every weakness they can. This game has been out for almost a year right? and WW/EA hasn't cared enough to fix that "bug/exploit", they've released patches and still ignore it so that tells me they don't care and it is legal. Now if they released a patch or just put a message on the main Renagade web page that would clear this up. In short I stay away from the Pitts, they're lagging lately anyways, and I have fun else where.BTW, I almost never use any of

those tactics, I prefer face to face shooting. [August 31, 2002, 18:55: Message edited by: BadBender]

Subject: Fair play?
Posted by Anonymous on Sat, 31 Aug 2002 20:30:00 GMT
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the pitts is a great server because of the admins, and i all their rules are nothing but sensible. if you get 100 points for attacking a building, the opposing team gets 50. how is that fair? besides, there's no fun in it. maybe if people actually got like 6 MRLS to shoot hand at same time, then it would be slightly strategic...

Subject: Fair play?
Posted by Anonymous on Mon, 02 Sep 2002 09:01:00 GMT
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quote:Originally posted by H3liCat:the pitts is a great server because of the admins, and i all their rules are nothing but sensible. if you get 100 points for attacking a building, the opposing team gets 50. how is that fair? besides, there's no fun in it. maybe if people actually got like 6 MRLS to shoot hand at same time, then it would be slightly strategic...You cant fit 6 mrls behind the Barracks in Islands to shoot at the Hand and have every missle hit. The most you can have back there with every missle hitting is 3 or maybe 4.   I dont think its an exploit, for the reasons that badbender stated.

Subject: Fair play?
Posted by Anonymous on Mon, 02 Sep 2002 09:03:00 GMT
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quote:Originally posted by A51 falcon: quote:Originally posted by H3liCat:the pitts is a great server because of the admins, and i all their rules are nothing but sensible. if you get 100 points for attacking a building, the opposing team gets 50. how is that fair? besides, there's no fun in it. maybe if people actually got like 6 MRLS to shoot hand at same time, then it would be slightly strategic...You cant fit 6 mrls behind the Barracks in Islands to shoot at the Hand and have every missle hit. The most you can have back there with every missle hitting is 3 or maybe 4.   I dont think its an exploit, for the reasons that badbender stated.   In a 24 or less man game, there is a saying:Fortify your rear, and you'll get your front shot up.

Subject: Fair play?
Posted by Anonymous on Mon, 02 Sep 2002 09:35:00 GMT
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quote:Originally posted by Javaxcx: quote:Originally posted by A51 falcon: quote:Originally

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posted by H3liCat:the pitts is a great server because of the admins, and i all their rules are nothing but sensible. if you get 100 points for attacking a building, the opposing team gets 50. how is that fair? besides, there's no fun in it. maybe if people actually got like 6 MRLS to shoot hand at same time, then it would be slightly strategic...You cant fit 6 mrls behind the Barracks in Islands to shoot at the Hand and have every missle hit. The most you can have back there with every missle hitting is 3 or maybe 4.   I dont think its an exploit, for the reasons that badbender stated.
In a 24 or less man game, there is a saying:Fortify your rear, and you'll get your front shot up.Yes yes... I have heard of that. But I only play on the Devinoch Server where theres 40 ppl. When you have a ton of Mobius running around, they will rip anything apart, whether you have tanks or not.

Subject: Fair play?
Posted by Anonymous on Sun, 08 Sep 2002 10:02:00 GMT
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What is not illegal, is fair.

Subject: Fair play?
Posted by Anonymous on Mon, 09 Sep 2002 00:52:00 GMT
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What about the nukes by wall on Field?

Subject: Fair play?
Posted by Anonymous on Mon, 09 Sep 2002 11:03:00 GMT
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OMG, Not this discussion again.I post this from a previous thread:OK, here's the quote from Mike Amerson of WS:'Any area where a vehicle can fire from its base and hit the opposing base without a good chance of taking fire is not meant to be there. However, with infantry, any place where infantry can fire at the opposing base (Like in Islands from the Nod base to the GDI Weapons Factory.) was designed to be that way.'That's a first person reference, and you can find the reference to this in this thread, page 2. link I think the MRLs on Island is an exploit, and so do most experienced players.

Subject: Fair play?
Posted by Anonymous on Mon, 09 Sep 2002 11:26:00 GMT
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People who use that exploit are just lamers that can't score any other way.

Subject: Fair play?
Posted by Anonymous on Mon, 09 Sep 2002 15:50:00 GMT
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quote:Originally posted by Demolition man:It was not ment by the map designer so its a bug using, so it is unfair play using the MRLS to HON attack.I recall hearing that it wasn't a map rule but a MRLS and Artilary rule for no base to base on any map.

Subject: Fair play?
Posted by Anonymous on Tue, 10 Sep 2002 15:12:00 GMT
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quote:Originally posted by BadBender: I go there sometimes to play but not for long because I often see (If I'm on the winning team) my team mates getting booted by moderators who are losing. As soon as I see this I leave so I can't tell exactly who is doing the booting. .You are full of BS, I am a moderator on the Pits and we DO NOT boot because "our" team is losing. I have been GDI many times on Island and have kicked many on MY team for using MRLS at HON and will continue to do so, as do the rest of the pits moderating team.

Subject: Fair play?
Posted by Anonymous on Tue, 10 Sep 2002 20:47:00 GMT
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.[/qb][/QUOTE]You are full of BS, I am a moderator on the Pits and we DO NOT boot because "our" team is losing. I have been GDI many times on Island and have kicked many on MY team for using MRLS at HON and will continue to do so, as do the rest of the pits moderating team.[/QB][/QUOTE]I have seen it and I don't care who or what you are on anything. As I stated before I can't recall who did it but it does happen. How can you speak of an event you weren't present at? Also it wasn't all done on the Islands map, it was done on others as well. I take it you have some close personal connection to the Pitts server by the way you took my comments about the SERVER to be a insult towards you. It was not meant for you so chill and save the personal insults before you get a TOS violation.

Subject: Fair play?
Posted by Anonymous on Tue, 10 Sep 2002 20:53:00 GMT
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quote:Originally posted by The Real Gizbotvas OMG, Not this discussion again.I post this from a previous thread:OK, here's the quote from Mike Amerson of WS:'Any area where a vehicle can fire from its base and hit the opposing base without a good chance of taking fire is not meant to be there. However, with infantry, any place where infantry can fire at the opposing base (Like in Islands from the Nod base to the GDI Weapons Factory.) was designed to be that way.'That's a first person reference, and you can find the reference to this in this thread, page 2. link I think the MRLs on Island is an exploit, and so do most experienced players. Thank you that is the one I

was talking about.

Subject: Fair play?
Posted by Anonymous on Tue, 10 Sep 2002 21:08:00 GMT
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That's what he says and it may be the way it was meant to be but WW/EAs continued inability to fix that exploit/bug speaks much louder then that one solitary person. When did that last BETA patch come out? 3 Months now right? How about that last one? How hard is it to correct that glitch? I don't care about how they are working on E&B or who got fired or hired or who bought who. I am a customer and I shelled out a nice amount of money for this product. I have every right to expect it to be complete and to use it as it was designed. It was designed with certain exploits on certain maps and that's what I paid for and that's the way it should be played. Anyone that has to adjust and make rules to make up for the poor craftmanship of this game is incouraging further behavior on the behalf of game makers.

Subject: Fair play?
Posted by Anonymous on Tue, 10 Sep 2002 22:09:00 GMT
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I agree its an unfair exploit, also accept the host server rules or play on a different host.and oh yeah, KANE LIVES!

Subject: Fair play?
Posted by Anonymous on Sat, 14 Sep 2002 10:54:00 GMT
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[QUOTE]Originally posted by garth8422:I agree its an unfair exploit, also accept the host server rules or play on a different host.and oh yeah, KANE LIVES![/QUOTEExactly! The host makes the rules! and Kane does live, except he's a vampire on my x-box game now. bad mo fo.

Subject: Fair play?
Posted by Anonymous on Sun, 15 Sep 2002 15:22:00 GMT
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What is it when you cross the first piece of water and shoot at the shadow looking tower of the Ref on islands, but because of unlimited missle range you tag the ref for damage???What is it when you shoot the Refinery in Hourglass from behind the hill???What is it when you shoot the strip in complex???The MRL's gives GDI the advantage of unlimited range attacks like FT's give Nod the advantage of not reloading or stealth to get into bases with no problems...it's not a glitch or exploit...it's an ADVANTAGE, period.

Subject: Fair play?
Posted by Anonymous on Sun, 15 Sep 2002 19:10:00 GMT
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Thats how I feel about it Dogg. I've played as both sides on all those maps and when I'm on the other side I have to adjust my strategy to fight that advantage. It adds another level to the game, not everything is even and it is skill and team work that can over come any advantage the enemy has.

Subject: Fair play?
Posted by Anonymous on Sun, 15 Sep 2002 21:54:00 GMT
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If you have a good team.

Subject: Fair play?
Posted by Anonymous on Sun, 15 Sep 2002 22:09:00 GMT
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A good team or just a few good team members. With all the lack of team work it seems any team work will wipe out the enemy.

Subject: Fair play?
Posted by Anonymous on Wed, 18 Sep 2002 00:06:00 GMT
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quote:Originally posted by Dogg:What is it when you cross the first piece of water and shoot at the shadow looking tower of the Ref on islands, but because of unlimited missle range you tag the ref for damage???-By your own account, you would not be in your base. The MRLs exploit is firing from your own base, where you are safe and unfair. quote:What is it when you shoot the Refinery in Hourglass from behind the hill???-Infantry and vehicles alike can hit those vehicles by travelling the same distance up the hill. you are not sitting in your base are you? quote:What is it when you shoot the strip in complex???-Your list of counter-examples actually works against you and makes my point for me. All three of these examples are vehicles leaving the base and moving forward to attack. If you are not in your base, then you open yourself up to counter-attack and then we have the game going. when you park in the back of your base in ISLANDS and put duct tape on your mouse, destroy the hand, and get mvp-c'mon. Who can defend that? really.