Subject: CP1 on Clanwarservers
Posted by King Elessar on Wed, 09 Feb 2005 15:31:00 GMT
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I just browsed through some older posts about turning off some of the stuff CP1 "contributes" to the game. I see some advantages in running CP1 and that's why I downloaded it myself and still have it, but I also see some downsides.

There is a couple of clans now on Gamespy running their Clanwar Server with CP1. This messes up our games because the money boxes have been replaced by crates, vehicles leave wreckages and minelimit is different on different maps.

I'm sure you think these things add pleasure to the gameplay and they even might, on public servers. The thing is though, that we can't turn them off because "It's a bug. It will be fixed in the next version". I think my question here is: Why did you release a product that clearly has a huge bug that bothers a lot of people? Because the way it is now, it looks like you are forcing the new elements upon us and I'd like to believe that that is not your goal.

Don't get me wrong, I think the products you make contributed and have much to contribute to this game and I'm thankfull for that, but this last thing I just can't understand.