Subject: EA is patching rene one last time...
Posted by Deathgod on Sun, 20 Jul 2003 21:16:18 GMT
View Forum Message <> Reply to Message

Well, there are a lot of tiny glitches and bugs that have now become commonplace tactics among most players, like vehicles over walls and such. I question what the point would be of fixing them as most of them are known and tactics have been devised to defend against them... the only big issues I have are the aforementioned b2b and also camping on Hourglass and Mesa. These are fun maps that get ruined when people who can't be bothered to try just sit on the hills and hold down the left mouse button until they die, then get another vehicle and repeat ad infinitum. I'm sure I could think of some other issues if I tried. It'd be nice if they had some people working on netcode, but seeing how Generals runs I doubt they have anyone competent enough to do so...

Seeing some of the fanmade good maps, like Bunkers, included in a patch would be truly nice, and I might actually not discourage people at my store from buying EA products if they did something like that, but I'm not going to hold my breath for either.