
Subject: Re: Fix outside PTs?

Posted by [thrash300](#) on Thu, 11 Sep 2008 23:36:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

mac wrote on Thu, 14 August 2008 03:31Hello Everybody,

There has been some controversy about the ability to use the purchase terminals outside of the buildings. There have been arguments to fix this bug, and also arguments to leave it alone.

At this point, we're undecided if we should fix this issue, and we've decided to create a poll instead, to let the users decide.

Note that this fix can only apply to all stock maps, as all the maps have to be edited. Fan maps are not going to be fixed.

We'll also need a mapper to make this happen, so we're open for recruiting in this department.

Note that there will be either a "unfixpt" or a "fixpt" seperate patch available to keep everyone happy.. it's just the question which fix should be default..

Please keep the flaming in the other thread..

-mac

Edit by Goz:

In short what has been said in defense of the PT fix:

- * they weren't meant to be;
- * sbh nuke = 1.400 credits, it should have at least a chance of success;
- * PT outside = advantage for GDI as Nod only has it on air (can be nuked anywhere on the runway anyway) and the oby whereas GDI has it on agt, bar, wf. On most maps it's usable for GDI, only on a few maps for Nod;
- * people can and will adapt their strategies to this, which will give a new flow of strategies for Renegade.

Things said against it:

- * it will be nearly impossible to defend against some nukes (exemple: field barracks back);
- * everyone is used to it/uses it, so why remove it?

I Voted Yes To Remove It Is Bug For Fucks Sake Just Remove It.
