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Subject: Re: Fix outside PTs?

Posted by [Chuck Norris](#) on Fri, 08 May 2009 18:56:31 GMT

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Ghostshaw wrote on Fri, 08 May 2009 13:08 The gameplay on most maps was balanced with outside PT's. Like I already said before, a good example is field. With outside PT's both GDI and Nod most common nuke spots are roughly the same distance from a PT (very close), but if you block it GDI has to walk alot farther (either all the way into the bar or into the ref) then Nod (around the air then back over the wall).

That fails to consider the balance it destroys towards making beaconing less useful. Fix one balance to destroy another, and where will it end?

It was fine before. There aren't PTs on the outside of the buildings physically, so they weren't intended. It's a bug, and an exploit. The fact that it is a more common one is more of a realization of how sad it is, rather than a reason to keep it.

Tiberium Technologies said it wasn't going to do any actual "changes" to the game like this, and I know this bug is part of the current gameplay, but I still consider it a change versus what it is supposed to be, and I'd like to think this team and vision was put together to fix the game, to make it what it should be, and also maybe could have been (only time will tell if it's too late for that latter one).

If changes like this are going to be discussed and made, then you're opening the flood gates to the "why aren't you then fixing other arguable balance changes, like characters costs, usefulness, aspects, etc." and so on. They said they weren't going to change the game, but fix it. A fix is a change, but it's not a change for the sake of it. It's just a fix. Big deal. People will have to, I don't know, learn to play the game the way it was intended!

There's going to be a fix or unfix anyway, but if the game was left bugged by default, I'd be pretty surprised, given the overall bigger picture of this plan.

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