R315r4z0r wrote on Sat, 05 September 2009 20:27EvilWhiteDragon wrote on Fri, 04 September 2009 06:59
I'm curious, as I always found it a delight that WW didn't balance out all units directly against it counterparts. I hope this will work out, let that be clear Just trying to make sure that the balance is brilliant again, just as in Renegade

There is no possible way that you could have found enjoyment out of the specific idea that the balance wasn't toe-to-toe because it is almost impossible to even pick up on the differences if you had no involvement in modding or level editor.

If Level editor was never released for the public to use, then no one would have ever noticed the GDI rifle doing more damage than the Nod rifle. It's just that minuscule of a difference.

Figuring out that there is a difference is like taking two large handfuls of small pebbles, walking up to someone, and asking them to point to the hand with less without counting.

If you balance the MRLS to be EXACTLY as effective as the Artillery, people still wont notice how well they are balanced because they are two entirely different types of vehicles. Regardless of how well they play against each other, one vehicle fires 6 rockets from a mobile platform while the other fires a powerful long-ranged shell. They look different and perform different, that's enough to give off the impression that they are different.. even though, balance wise, they are exactly the same.

Renegade's asymetrical balance is nothing more than an illusion.
Yeah right, and because of that I also did not notice the weird point behaviour of the pointbug...
I did figure out that the pointbug only works on vehicles as long as they have armour, if that's gone you will get the correct amount of points, even on a non pointfixed server.

Oh and coincidentely, I also wouldn't notice according to you how BIATCH should work. While coincedently, I did though out how it should work. Yes, StealthEye did it codewise, but i though up the general idea. Same goes for the pointfix. I noticed it, StealthEye dug around a bit, found out it was obviously a bug (first multiplying with say x and then derive x again).

So ye you absolutely don't notice these things, IF YOU DON'T FUCKING KNOW HOW TO PLAY OR ARE BUSY WANKING AT THE SAME TIME.