Subject: Unit Balance
Posted by zunnie on Mon, 26 Apr 2004 16:08:29 GMT
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jonwillf/when we do implement new preset changes, they wont be global.
They will only be on new Blackhand Stufios maps (which might be modified versnios of existing maps, westwood, ACK or otherwise or might be totally new)

Is it possible to have these changes done Server Side only?
Like what they did with Dragonade (DragonServ) on Canyon for example they have Turrets and stuff like that.
Its not required for the connecting people to download a new version of the map. They can join it with the original Canyon map and the server tells their client that on some spot of the map there is a turret or something.

The patches that BHS applies to maps and/or game-bugs/enhancements , your saying they are only applied for those who had answered with Yes during the installation of RenGuard.
Will the people who said No still be able to play on the same server as the people who answered it with Yes?

[zunnie]