Races Of TWK
Posted by Penguin - 25 Oct 2011 18:18

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What races are bugged/op so before actually adding some more, the others should be sorted out first? 😁

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Re: Races Of TWK
Posted by Penguin - 26 Oct 2011 10:59

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OT: Pooky come on? 😁

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Re: Races Of TWK
Posted by Gimp - 26 Oct 2011 11:36

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silver surfer just needs to be blocked on the many maps it isnt allowed on 😁

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Re: Races Of TWK
Posted by substick - 26 Oct 2011 15:24

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Pooky wrote:

substick wrote:

No I just think we have a few too many races that are completely useless past leveling them to their max level

there"s no way to prevent that. If you want every single race to be unique, you'll end up having aprox 30 races. Wanna prove I'm wrong ? Challange accepted..

Even if I wanted to accept the challenge I couldn't and I don't care if some races aren't unique 😜
I just think we have to many of the same race really xD, If we kept it I wouldn't care
Its just what I think

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Re: Races Of TWK

Posted by Liquid Snake - 26 Oct 2011 16:09

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fyi, slows are bugged on pretty much every race goes for the hermes slow to i think it actually has something to do with the server. 😐

P.S : wouldnt it be easier to just get a complete new version of wcs and go from there? less bugs around that need fixing anyways.

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Re: Races Of TWK
Posted by Chifilly - 26 Oct 2011 16:32

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Well the thing is, the samey races are higher levels than the others, and they are more powerful. So essentially you're getting a similar race, that is slightly better then the race it's similar to

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Re: Races Of TWK
Posted by reacT - 26 Oct 2011 17:29

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Imo, nothing should be added until all issues have been fixed. my opinion atleast.

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Re: Races Of TWK
Posted by Scathe - 27 Oct 2011 09:30

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I agree with Conall here.... there are far to many glitches on the server with the different races and their skills, and also the shopmenu. Should be focused on fixing all the problems before adding more into the mix.

I made a post a while back containing all the issues I had found... and alot of which still remain. More have also come into play since then so... being logical we shouldnt add more till we fix the rest.

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Re: Races Of TWK
Posted by Pooky - 27 Oct 2011 14:31

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Scathe wrote:

I agree with Conall here.... there are far to many glitches on the server with the different races and their skills, and also the shopmenu. Should be focused on fixing all the problems before adding more into the mix.

I made a post a while back containing all the issues I had found... and alot of which still remain. More have also come into play since then so... being logical we shouldnt add more till we fix the rest.

Kk fine by me. Could ya link me that topic ? I had been gone for quite a while due to RL, i can have a look into em now.

Mind that quite a few 'glitches' are cause by the wcs mod itself, if you'd follow the whole world of css:wcs you'd notice that since Valve:OB, not 1 stable wcs version has been launched. There is a newer version than the one we're running on the market, but that one has issues ours hasn't (weapon restrictions fucked again --> aka, all knife / weapon specific races have to be restricted)

We're trying my best to provide the best, but it's no easy job.

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Re: Races Of TWK
Posted by substick - 27 Oct 2011 15:36

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We love you for it Pookie 🤪
I'm sure you would have been able to get the server awesome if you had a team of people working with you instead of just 2 or 3 🤪

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Re: Races Of TWK
Posted by reacT - 27 Oct 2011 15:49

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Still think what your doing is a good idea, Pooky. by all means keep it up on the test server with the races and skins etc, think we just need to fix the issues, get our servers organised, remove unused races, fix or remove bugged races, nerf Voted OP races or something, and then slowly add and test new things, but we need to take it slow and get these problems fixed.

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