

"CA pide perdon"

Publicado por CeltíberoSico - 06 Sep 2013 19:50

Copio y pego:

Hi All - I'm just posting this on behalf of Mike Simpson, Creative Director on Total War here at Creative Assembly - Bart CA

Hi everyone and thanks for your attention.

We just wanted to reassure you that we do know it's an extremely annoying and frustrating time for some of you at the moment and we are working around the clock to sort out those issues that you are having. The first patch has just gone up - it's not trouble-free we know and are fixing with a hotfix, but there will be another next week and every week after that till the problems are gone.

At the moment it may seem that the changes are slight, but they aren't the only ones we are working on currently and bigger changes are happening now for future patches.

If you are having a problem, it is totally unacceptable and a big deal for us, please know that we are spending all our dev effort on fixing outstanding issues.

I realise in our rush to do that we haven't updated you on the situation, so if you are interested, please read on.

Scale of launch issues

First and foremost let me say that if even one person has a problem running the game we would want to fix it, this is why we've set up 24 hour support and if you post in the support forums you will get an answer or discover a solution that's already posted for your issue.

I appreciate that it doesn't help to know this if you are somebody having an issue, but the vast majority

of people are running the game without problems. At the moment we are seeing 2% of people playing reporting a technical issue. Let me be clear, that is 2% too many and we will be helping them into the game and working very hard to make sure they get the best possible experience.

To these people we are really very sorry that you are having problems, we really want to get you enjoying our game, please do take the time to post your issue in the Support Forum if there isn't a fix for you available in there already.

Technical Issues

ROME II is a big and complex game and, especially on PC, we are always conscious of the wide variety of different combinations of hardware out there and, while we do test extensively before launch, it is clear that we have failed some of you and we will look at the way in which launch games in the future. Again, I know this is scant comfort to you if you have a set-up that is not performing well, but we do intend to fix your specific problem – whoever you are and whatever it is - as soon as we can.

Many issues have been alleviated by the workarounds and system tweaks posted about in the Support Forum, please do head to this thread as your first port of call [forums.totalwar.com/showthrea...support-forums](https://forums.totalwar.com/showthread.php?p=1), if your issue is not solved by stepping through these solutions please do post your issue in the Support Forum and one of the team will get back to you.

Gameplay Issues

If you have concerns on the actual features and mechanics, like gameplay balancing and AI behaviour, we do want to hear about them. As mentioned before launch we absolutely intend to support ROME II post-release with plenty of content, further development and comprehensive balancing through-out – and no I'm not thinking of DLC you have to pay for. We have already planned for some very interesting stuff and we wanted to do that with advice from the community.

Please do keep posting your concerns, our code team are focussing on tech issues to get people playing, but our design teams are very aware of your concerns and are already looking at ways to add further options and rebalance aspects of the game.

You will see our community team dropping into threads to ask questions, please do chat to them, but even if you don't see a response please do know that we look at the forums every day here and do appreciate what you have to say.

Thank you for reading,

Mike Simpson

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Fuente: forums.totalwar.com/showthread.php/82496...f7ebdef1250cbd51b0e5

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Re: "CA pide perdon"

Publicado por CeltiberoClearco - 13 Sep 2013 09:48

Una mala critica en ingles, o al menos no de 9, les puede llevar a moverse en algo mas que los graficos.

Débil esperanza, de acuerdo. Pero al menos sigo pataleando.

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Re: "CA pide perdon"

Publicado por CeltiberoRukser - 15 Sep 2013 19:12

Buenas.

Las mayores críticas de los videojuegos las reciben básicamente las ventas, y el rome 2 ha vendido mogollón por lo visto. Han hecho una gran publicidad del juego con múltiples videos de betas y

adornando el juego con multitud de premios que se supone que han ido ganando en las diferentes exposiciones de juegos que se han hecho este año. Las revistas y sitios de internet donde se critican los videojuegos desde mi punto de vista no tienen ninguna importancia porque están untados por las compañías de videojuegos para que hablen bien de sus productos.

Ahora después lo que diga la comunidad y se discuta en los foros se la suda enormemente porque lo que realmente les interesa es ganar dinero.

El rome 2 ha salido el 3 de septiembre sin estar acabado y en unas condiciones que dejan mucho que desear por el mero motivo de una estrategia comercial con la que quieren conseguir más ventas. Si el rome 2 hubiese salido unos cuantos meses después, en primavera o el verano que viene, tendríamos un juego excelente pero la competencia en el mercado de videojuegos del juego seria mayor ante la expectativa de tener que competir con las nuevas consolas de nueva generación (ps4 y xbox one) que van a dominar el mercado en los futuros meses en cuanto salgan a la venta. Mientras que vendiendo el juego ahora desde mi punto de vista iban a conseguir muchas mayores ventas ya que la competencia actualmente es casi nula.

Un saludo a todos

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Re: "CA pide perdon"

Publicado por CeltiberoLerend - 15 Sep 2013 21:15

Mis dos pequeñines juntos... 🧡

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Re: "CA pide perdon"

Publicado por CeltiberoRukser - 15 Sep 2013 23:10

jajajaja 🤔

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