Subject: Re: in regard to the points fix
Posted by i0ncl0ud9 on Wed, 02 Jul 2008 01:15:53 GMT
View Forum Message <> Reply to Message

I don't know how to do all this quoting stuff, so ill reply to each of your responses by separating them into different paragraphs.

If yes is the best response you have to this, then I win this argument by logic. Unless you have proof to back up what you say, it can't be considered true. It should be assumed by default that if Westwood intended anything then they would have done it themselves.

I doubt westwood knew about any of those things at the time, and if they did, probably just hoped nobody would exploit them. To say that Westwood left a coding error in the game that could have easily been fixed before its release is just stupid Spoony, come on.

Sorry, I was already writing a long post and didn't want to make it any longer than it needed to be. Here's how I explained it in my other post:

[Why is this point fix so important. Basically the only thing that will happen now is 1) people will get even more bored from lack of money, 2) people who want to use infantry will be at a huge disadvantage to get points, which I actually find more of a pointsbug than what we currently have now...
This is basically forcing people who want to get points to use tanks.]

Sorry, I didn't give you credit that you would be able to create a backup plan in advance of the community not accepting the pointsfix idea.

Thats your opinion Spoony, which for some reason you think trumps everyone else's. Your not making much sense. A balance disaster? It is the thing that balances out the game itself Spoony, not that hard to see.

Actually, I'm just trying to show that there are multiple reasons why not to put in the points fix, but call it whatever you want. Im sorry Im able to backup my reasoning better than yours.