
Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Wed, 02 Jul 2008 06:48:57 GMT
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Westwood probably didn't know about it, otherwise they would have fixed it. This all comes down to a coding error in an alorythm, which was discovered by Stealtheye. Maybe he should show the code so people can understand what happened.

Or do you think it's normal that without the point fix, Under is won on points by GDI only using APC's versus anything Nod can throw at them?

I don't understand how people can actually argue against the point fix: havocs getting 10 points for every shot on a tank, wtf?

Every character's points are always related to the damage they do, except for the characters that were fixed by the points fix. Strange stuff, isn't it?

If many people say that they're against it, it's probably because it's new and people like to keep things they know. I haven't heard any real argument against the point fix, really, other than "it sucks". Yes, you need to slightly change some tactics, no it doesn't change the game a lot.

I'm personally not against an option to turn it off server side, though: a server owner should be able to do whatever he wants to do.

Edit: can't read the jelly topic either.
