
Subject: Re: in regard to the points fix
Posted by [StealthEye](#) on Sun, 03 Aug 2008 22:39:36 GMT
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The half points fix is not a compromise at all, it doesn't change anything to our arguments.

We're not after the gameplay effects, we are against intentionally creating a bug and adding cluttered code. Perhaps you think these reasons are minor, but coders apparently think differently judging from the unanimous vote for not having the bug optional in TT. You seem to demand us to make this feature optional yet you think it is wrong for us to force it being mandatory.

Note that we did not fix the bug, we rewrote the points system to work properly without the bug. It's not simply "not applying the fix". Also note that we have given multiple ideas on how to maintain the cashflow which we think are fair alternatives and compromises but so far you have mostly ignored those.

We have already stated that we will reconsider what we will need to do during beta testing, and that it is likely that there will be some separate pointsunfix. This discussion will get you nothing more than that, and that's why I stopped replying on this topic.
