
Subject: Re: in regard to the points fix

Posted by [saberhawk](#) on Wed, 06 Aug 2008 05:12:39 GMT

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liquidv2 wrote on Tue, 05 August 2008 22:44Quote:The half points fix is not a compromise at all, it doesn't change anything to our arguments.not everyone agrees with your arguments

Quote: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.we don't want it mandatory; you can't expect everyone to be happy with changing something that's worked fine for them for over six years
the fact that it hasn't for you doesn't matter to them, which is why not everyone wants your pointmod forced with the new patch

Quote>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.the multiple ideas you proposed wouldn't help; they would just create new problems needing new solutions
if you didn't change a thing it would be fine with many people, and, really, no one is making you play on a server with a "bugged" point system if you don't want to

Quote: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.translation: we're still going to force the pointmod on you if EA puts this patch through, even if we have to lie to them in order for that to happen
after we're done testing we might offer a way for you to get your original renegade points system back

i have one question that has not been answered: who made you in charge of balancing renegade? not everyone wants this, and you're using the anticheat and bug fixes as unfair leverage in the entire argument

if a server clearly doesn't want you to change their gameplay then why are you going ahead and doing it anyways? is it because you think you know better than them? it obviously means something to some people if it's kept this topic going for this long, so please consider that

We should probably stop influencing gameplay by fixing things like bluehell, improving performance, reducing lag, etc... I mean, it's been fine the way it is for over 6 years, right?
