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Subject: Re: Quit fixing stuff that no one wants you to fix  
Posted by [Goztow](#) on Mon, 11 Aug 2008 06:40:48 GMT

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People still don't seem to realise that the point fix problem is solved: alternative solutions will be tested in beta and if they aren't accepted, a pointunfix.dll will be created so servers can choose to disable it.

For all the rest: I see a small minority of people that's afraid of change through fixes that seem perfectly logical through how the code works/how most people think. I've actually seen three people really disagree on the right click tank fix so far, and none of them gave any rational arguments.

I also have no indication that there's a large amount of things that people disagree on. The pointfix disagreement has found a solution, it seems to me.

Last but not least: this game has always been modded a lot. Look at all the different kind of servers. Moreover, an auto download feature will be included to enable client side changes.

If some servers cannot agree on the way some stuff has been fixed, then they can and will mod their server to do it a different way. TT enables this option thanks to the auto download.

Oh and Nunega, what you mean is: "you aren't listening to me", I think...

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