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Subject: Re: Fixing... Points?

Posted by [saberhawk](#) on Fri, 15 Aug 2008 22:15:51 GMT

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kong009 wrote on Fri, 15 August 2008 16:52Hey Guys,

I want to say thanks for all the time and effort you've spent on making this new patch for the game we all play and enjoy. I am looking forward to the improved anti-cheat measures and enhanced performance.

I agree with fixing, if possible, all the "bugs" and "glitches" you can find. Chuck Norris says this:

Quote:If something is identified as a bug, glitch, or exploit, and it's either common sense or can be proven it is such, I think we should all agree to add it to the fix (if possible) list no matter what (unless it's a seriously insignificant bug) and not argue about what we want, because that guarantees fighting. A bug is a bug and should be corrected. Something that wasn't intended to be should not be, and that's what the patch is about. The points fix is an exception, but I still say make it mandatory and leave the exclusion of the fix for a separate "points unfix.dll" so that it at least has an alternative since it is such a big focus for everyone, but it is technically a bug so it should be fixed within the patch itself.

I agree with everything, and I daresay there isn't anyone who doesn't. But penalizing servers who choose to use "unfix.dll" by excluding them from the main ladder is what I've been hearing from Spooky over in the Jelly forums, and I absolutely don't understand that at all.

Why is it necessary to force the pointsfix onto servers like this? By including it in the patch and in turn making the patch mandatory for all servers, then there won't be any servers left without the pointsfix, which leaves no alternative.

If you are indeed promoting improved gameplay, I think you should really consider making changes to the pointsfix as it is now before it is fully implimented. Spooky has proposed a "Half-Pointsfix" that would potentially seperate points and credits earned from shooting at a green-health tank (sorry Spooky if I said something about it before you had a chance to ask about it yourself). This is the perfect solution, and I hope you all will try to persue it.

Thanks for taking the time to read this post.

kong009  
Jelly-Server Moderator

In order for the ladder to be function correctly as ladder of skill, variables other than skill need to be constrained. Points given is one of those variables. If we do not exclude \*all\* servers that have any modification to the number of points given, the ladder could be exploited by servers which give 10000 points per damage point given.

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