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Subject: Re: Details of some of the features in 4.0  
Posted by [Spoony](#) on Thu, 01 Oct 2009 08:52:21 GMT  
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sgipo wrote on Thu, 01 October 2009 01:28well for one its a points mod and not a points fix

when many poeple dont want this so called 'fix' surely its a ludicrous idea to force it on people...

it just asking for trouble without neccessity. If it were to actually fix something such as the many bugs then yes make it mandatory, but when it just modifies something that alot of people really dont want... well surely you can see why it should not be mandatory

it's a conclusively established fact that the pointsfix is what the original renegade points system was supposed to be. there's just a bug in the way that was not intended and not noticed in time to be fixed.

however, the main point is a no-brainer, in my view. TT came to a decision long ago on this. we're all in favour of the pointsfix, we all conclusively acknowledge the fact that it is the original renegade points system, we unequivocally are of the opinion that it improves gameplay and we think it ought to have pride of place on the official ladder... but we also decided that if a community really wants to keep the pointsbug in the servers they pay for, they ought to have that option. (i could mention the fact that when i try to exercise this choice in my projects and say: "yes, i do want to use the pointsfix here" a great many of the anti-pointsfix crowd suddenly wish there was no choice in the matter after all, though this behaviour doesn't really alter the essential point)

jonwil is, i think, simply unaware that this was decided some time ago.

the solution is obvious to me: by all means include the pointsfix in the scripts package, by all means include it in the TT patch... but at the same time, somebody make a "Pointsbug" file that a server can download and install, that will re-create the original bug. surely the black-intel guys can do this? just make a backward-pointsfix?

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