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Subject: Re: Ideas to help newcomers/people joining a serv mid-game

Posted by [ELiT3FLyR](#) on Sun, 04 Oct 2009 14:17:57 GMT

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Great idea TT, lets try to completely change the game so that we can incorporate our shitty pointfix into the game and try to make up for one of its many weaknesses. while ur at it, why dont u make apaches shoot as far as orcas, and make havocs skinnier so theyre harder to hit?

you are meant to be fixing the bugs in the game, not trying to change the makeup of the game to suit urself. leave the pointfix optional and let people play how they want to play. If a server wants an "invisible silo" giving them 3 credits per second then thats their choice and u can punish them on ur universal ladder or whatever, but dont try to take over ren and force people to play the game how you want them too.

jelly and whats left of clanwars have already made it pretty clear theyre not going to use pointfix, why are u still trying?

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