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

Posted by [Spoony](#) on Sun, 04 Oct 2009 21:16:30 GMT

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Dover wrote on Sun, 04 October 2009 14:15 Anyone who calls it "pointmod" instead of "pointfix" (Because it's quite clearly a fix, since it fixes what's quite clearly a bug) is a huge throbbing faggot. i've often thought so, it's basically a politicised inaccuracy.

Homey wrote it's not about being able to earn credits for me, it's about how quickly. I think a lot of new players probably find they don't have enough credits anyways, which is fine...they're new. Changing the points/credit ratio is a good idea imo. Dunno why anyone didn't think of it sooner. Seems to be a fair compromise between two sides. At least in my eyes anyways.

I think double is far too high. This would need some testing, but I guess a way to go about it would be looking at average end game scores with and without pointsfix. Say the average with, is 50k, without is 60k. Therefore you'd want a 1:1.2 ratio to make it the same. i suggested 50%, what say you to that?

i.e. if you do 50 points' worth of damage you'll get 75 credits for it

simpee wrote why are u even trying to come up with solutions to the pontfix problems?

I don't think it is a problem. I think you actually can keep your economy going just fine with the pointsfix if you know what you're doing. However I'm making yet another compromise towards the anti-pointsfix crowd, even though they've never been willing to budge an inch on their part, and have always treated me with extraordinary contempt for no justification. It's just being the better man, I guess.

simpee wrote to be honest i dont care what u do with the patch as long as im not forced to play with changes in the gameplay that u have decided to make in the name of "balance". This is why pointfix has to be optional.

You dodged my statement that you actually DON'T want the pointsfix to be optional. Not surprising, considering how damning it is, and how hypocritical it proves your every statement to be.

simpee wrote spoony last time we had a whos better argument u lost. im better than u with or without pointfix

You won an argument against me? I think you probably dreamt that? Three times out of ten you get caught lying through your teeth (but usually aren't put off and try again soon enough), and the other seven you simply have no fucking clue what you're talking about (but usually pretend you do)

simpee wrote well as long as its optional then its fine. i just got the idea from the last pointfix topic and the way that this topic was opened that u guys wanted to make it mandatory

Again, read my statements about who's making things mandatory. The more you talk about how the pointsfix ought to be optional, the bigger a liar you look. You've already proven you want no such thing, would get in its way if you could, and have actually tried to twice.

liquidv2 wrote Elit3flyr has a point - by implementing the pointmod you are making it harder for

players to earn credits, but instead you are trying to change the original settings to compensate for it

Again, I don't think credits need increasing. I'm just willing to make compromises for lesser-skilled players like simpee, even though he's never been willing to return the favour and indeed has actively sabotaged my choice of whether to use the pointsfix in my own community (hence proving, exactly like tildeth before him, that he's lying through his teeth when he says he wants the pointsfix to be optional)

liquidv2 wrotei'm assuming that servers using a modified credits to points ratio will be earning a penalty on the official ladder?

VERY good question. I don't think I made myself clear. I've been rather vocal on the fact that most modifications to the game (donate, weapon drops, stuff like that) make gameplay worse. There are a couple of modifications I think are actually ok - such as character refunds - and if we end up making an idea like this, then I think it'd be fine (i.e. no penalty)

liquidv2 wroteclanwars servers won't have to use it if they don't want to unless spoony wants it read my posts to simpee and tildeth. these people are COMPLETELY opposed to the whole idea of the pointsfix being optional for each community. they might tell you they want the choice to be there, but newflash, they're lying. (again)

liquidv2 wrotethey're thinking up ideas to make the pointmod easier for new players, and their thought is that giving more credits per points gained would be good (and this would probably be an option as well, a server wouldn't have to use it if they did not want to)

Of course. We haven't even reached a consensus yet, just talking about it.

liquidv2 wrotea grenadier shooting the ref on volcano would get like 16 points per shot instead of 8 or 7 or whatever, or maybe 10 points per shot if they don't have it doubled I think an extra 50% is good.

liquidv2 wrotei think this will help better players more than newer players because they're generally doing more as a whole so they're going to be earning the extra income more than newer players

so it helps everyone but it helps who's doing the most more, and it could help new players learn (which is always a good thing)

It'll help everybody learn, and in my view a lot of the "better" players have a lot more learning to do. Read my post on page one.