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

Posted by [EvilWhiteDragon](#) on Mon, 05 Oct 2009 16:19:54 GMT

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ELiT3FLyR wrote on Mon, 05 October 2009 17:50 you dont understand it unbalances the game for clanwars and smaller games. thats why i get annoyed when i see people like you thinking that you know whats best and changing the game for people like me.

my problem is not with the coders, theyre doing a good job fixing bugs such as bluescreen which is what they promised to do. its with people like you and spoony who dont understand how pointfix/3 credits a second/increaded money to point ratio can effect gameplay for us, and then trying to force pointfix into a patch.

if your comeback to this is well pointfix and 3 credits per seconds is optional then stop trying to justify it to me and get on with it.

The 3 credits thing/increaded income was a suggestion for the poeple that are anti pointfix because they then fail to make enough money. I would never set that on my own server, simply because I think it's not needed. Hell, did you ever play on my server?

Most certainly not, otherwise you'd know that we have the pointfix, have the smaller games, and quite a lot of regular people that keep coming back. So apparently quite a lot of people disagree with you on the smaller games thing.

Oh and I do understand how the pointfix works in clan games. You can't use APCs alone in under to win, which works pretty well without pointfix.

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