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Subject: Re: beta test TT patch

Posted by [Spoony](#) on Sat, 12 Dec 2009 07:46:01 GMT

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ELiT3FLyR wrote on Wed, 09 December 2009 16:01 how can you say that changing the point system doesnt effect balance? half of renegade wasnt against it because they wouldnt get 50 extra points for hitting the harvy, as a certain person had u beleive. again it seems that the extraordinary lengths i went to to acknowledge and respond to people's criticisms of the pointsfix are in inverse proportion to the attention they paid to my own statements.

the only criticism from you that lasted more than thirty seconds in a debate was about mesa (although the fact you focused on this one map while totally ignoring the vastly improved fairness of under, field and wallsfly said a lot more than you meant it to), and i said right from the beginning that this was because the map itself had a huge bug that could also be fixed (deadzones). lo and behold, fixing that has revolutionised the map.

don't go misrepresenting my statements on the pointsfix and don't go pretending that i didn't make an extraordinarily careful and thoughtful case in its favour, it's only gonna end with you looking stupid and/or dishonest yet again.

but i will agree with you on one thing: i won't hear it said that the pointsfix doesn't affect balance. of course it does; it fixes a glaring balance problem. getting points and credits for absolutely no reason. of course removing this bullshit is going to affect balance; the fact it affects balance so positively is the best thing about it.

"how can you say that changing the point system doesnt effect balance?"

indeed. of course changing the original points system, thereby allowing you to get points and credits for absolutely no reason, will affect the game's balance.

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