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Subject: Re: Pointfix poll. Bug or Balance?

Posted by [Hex](#) on Thu, 24 Dec 2009 08:54:50 GMT

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I've had it running for around a month now on my server, from this out of all players on the server only 4 have said anything about it at all the rest have not noticed or just don't care about it.

My personal view of it that its a good thing, the example I give is this:

City flying, everyone knows the situation - you're GDI and Nod have destroyed everything except your Barracks and Refinery so you camp and protect what little you have left and over and over Nod tries and fails to destroy your remaining buildings

So with this normally GDI gain a huge amount of points (3000+) 95% of the time will win by time expired, do they deserve the win?, not really, so the same with the 'fix' and the scores are so much closer and GDI are required to work to win

With that said, I've been GDI in this situation and I've been more than happy to lose the map, people keep pointing of the simple fact of points over and over, imo the 'fix' also adds more fun and team play to the map.

Hex.

edit: is there even a public release of the fix?

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