
Subject: Liquid trying to understand British logic - cleared

Posted by [Spoony](#) on Fri, 29 Oct 2010 00:39:36 GMT

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liquidv2 wrote on Thu, 28 October 2010 18:05clearsh0t and simpee thought it was an outrage that pointmod servers would have more rank than original point servers

i don't think they understood that it was either the proposed handicap against it or no ladder at all; if they did it was just stubbornness

firstly, as to which you allude, they were too stupid to see that the move was yet another compromise in their direction, in spite of the fact nobody on their side would ever budge an inch the other way.

secondly, they were so angry at not getting their way ("their way" meaning they alone would make the decisions about the TT/BHS ladder) that they actively tried to sabotage it. this is almost exactly what they tried to do to the clanwars league earlier on for exactly the same reason.

thirdly, how was it done? ENDLESSLY lying to the community (i'm talking pages and pages and pages, as you well know), knowingly making accusations that -a- they knew at the time were lies and -b- they didn't even have the common sense to withdraw once they were disproven, and against -c- someone who'd never done them anything but favours. (i'll add -d- trying to cover up their own past offences)

their goal was to impose their own opinion upon someone else's ladder project, with no regard at all for debate or "democracy" or the rights of the people who owned it, and the method by which they tried to do it was one of the most dishonest things this game has ever seen.

i hate to remind you, liquid, that while they were doing this, i kept trying over and over and over again to point out to you that this is what they were doing to the clanwars league - you unfailingly took their side (i.e. the right of cheaters and pointpushers and rulebreakers and compulsive liars to impose their will on someone else's league, instead of the league owner and duly appointed admin's right to decide how their own project should be run). the problem wasn't what these cheaters were doing, the problem was i supposedly "wasn't listening to them" (a bit of an odd statement considering the amount of debate i encouraged on the subject... it's a euphemism for "not doing what they say, let's be honest")

no, don't understate all that as "stubbornness". spiteful, vindictive, selfish, extraordinarily dishonest... call it what it was. you completely disgraced yourself by unceasingly taking the side of the people who kept trying to sabotage the clanwars league instead of mine; i hope you're not so bollock-brainedly stupid about the situation now

Quote:clanwars and public games are far different from each other, and while clanwars players are far better overall public games are closer to intended renegade game sizes
more games are played publically, and the ladder should be designed to fit what we can best determine to be intended renegade

i may as well get this over with because it's bound to crop up sooner or later:

i think the original renegade points system westwood designed (i.e. pointsfix) is superior gameplay in every way to that fucking retarded bug/mod where you can get points for absolutely no reason (?!)

i do not, however, think the original ladder system westwood designed is ideal at all. i can vastly improve upon it.

so, "it's what westwood intended" is by no means the beginning and the end of the argument. they

did a fine job designing the points system, they did a pathetic job designing the ladder. like i said, if i didn't say that now i'd almost certainly be saying it later.

Quote:a ladder will never be perfect, but i believe a pretty damn good one could be made i agree; it would be very simple indeed to make one better than the original westwood ladders. i could accomplish that with just a few fundamental number changes, never mind anything anyone's said about the pointsfix.
