
Subject: Re: in regard to the points fix
Posted by [StealthEye](#) on Thu, 03 Jul 2008 10:10:29 GMT
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I don't mind an option if does not cause any problems.

However I still have not heard any argument against the points fix. The marathon thing comes closest, but you should see that there are more fair ways to fix this than to enforce the players to shoot on heavy armored vehicles with weapons that are clearly not made for that.

The argument that it would not be a bug is ridiculous, it doesn't make sense anywhere, as explained in the full version of the original points fix announcement. It is undenyably a bug.

About the shotgunner -> grenadier thing, that's indeed a minor change of tactics, but as you already said does not really matter uch after you get used to pressing E-3 instead of E-2 . The point fix hardly affects existing tactics.

Many "arguments" I hear about that the points fix would be bad are simply not true, and make me doubt whether the ones posting them even know what they are talking about. This does not apply to all of you, but please try the point fix before trying to argue about it.
