Subject: Re: in regard to the points fix
Posted by gkl21 on Sun, 20 Jul 2008 16:31:16 GMT
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Homey wrote on Sun, 20 July 2008 11:29gkl21 wrote on Sun, 20 July 2008 11:14Even if the ref is dead for 2 hours, still have some kind of cash flow adjustment. This adjustement is NOT related to buildings whatsoever.

The reason for the question, with more support, having everyone run the same background file will gain better interest and support from the EA individuals.

If you still want the "green bug" on, this should be done in the regulator (should be possible via gamelog file) to adjust cashflow of the players. Then there is no difference from the non-pointfix and pointfix, consdering in Marathon servers only cash flow matters.

Server says I have the pointfix on.
Regulator says I will adjust to make the green bug happen.

So the points will not be equal to cash flow (as it is before the point fix)..

That doesn't seem to be logical ? It seems it can be done though... From what all I've been hearing, that would the the ideal solution into fixing this matter.

Remind you, I'm still not saying it should be an option or not, this is IF it was always on.

Anyways, can't people still run a CP2, CTF, or coop server without being affected ? If that's the case, then all this "arguing" is pointless. Just don't install it and lose the fixes. Everything has it benefits, but also, they have sacrifices at the same time.
That works imo. Credits is the issue, not points.

What do you think would be the best situation / combination to have to keep the credits in line? Remember, most likely (not definate) it can be programmed...