
Subject: Re: in regard to the points fix
Posted by [Spoony](#) on Mon, 21 Jul 2008 07:07:37 GMT
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Crimson wrote on Mon, 21 July 2008 01:39: And let's not forget to mention the mammy situation. On bugged servers, a new player buys a mammoth tank and his teammates jump on his shit about it. This is a HORRIBLE first experience for a new player. Getting yelled at for repairing a building, and then getting yelled at for buying an expensive, powerful tank... that makes NO sense. Not to mention the new player who gets yelled at for successfully destroying an enemy building (the WF) because it means Nod will probably lose. I've been saying exactly this for ages. You get the same people saying the pointsfix is bad for "new players" (absurd in itself) - so you point this ^ out, and the only response is a rather embarrassed silence.

I do have a suggestion though - this post is both aimed at people like jelly and homey who've expressed the desire to have players able to get credits the same way as before, and to my TT colleagues.

How about this:

The pointsfix would be mandatory, but the credits side of it would be server-side optional. In other words you've got the following choices:

- Pointsfix, i.e. both points and credits are 'fixed'
- Half-pointsfix i.e. points are 'fixed', credits are still applied on the weird nonsensical bugged system

I would not overly object to 'half-pointsfix' games being ladderred... for the same reason I don't object to !donate being used in ladderred games in the later stages of the game, just not in the first few minutes.
