

---

Subject: Re: Fixing... Points?

Posted by [kong009](#) on Tue, 19 Aug 2008 09:17:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's a pity you don't put more value in our opinions. It's not like we speak for a small group of people, is it?

When any company goes into development for a patch for a product, they do research on the product by gathering data from the people that use it. Since you don't seem to want to do it yourself, I'm going to give you some research.

1) Jelly has five main servers with one running the pointsfix right now. We elected to test the pointsfix on one server to see its effect on gameplay. We then hosted a poll asking for opinions on the pointsfix. Of the people that voted, 59% said remove the fix, 28% said leave the fix, and 13% said they were indifferent.

2) Over the last several months (since the pointsfix was put in place), AOW1 [a00] has seen what Jelly describes as a "huge loss of players, and many blame the pointsfix." The month of June 2008, AOW1 used 914.6gb of bandwidth at an average of 30.49gb per day. This is less than half of the bandwidth we pay for, so Jelly decided to make some drastic changes: increase starting credits, change the map rotation, increase player count, enable weapon drops, enable spawn weapons, and enable ped beacons (all of which had previously been disabled). After these changes were implimented on 6 July, AOW1 used 1623.34gb of bandwidth at an average of 54.11gb per day that following month (a 78% increase).

Two conclusions can be drawn from these data: 1) The pointsfix is disliked by the majority of players who actually play on a pointsfix server, and 2) the pointsfix caused our most popular server to suffer a massive downward spiral in bandwidth usage over a long period of time that could only be countered by implimenting changes that had previously distinguished the server from any others. The key here is that raising starting credits and enabling weapons drops appear to have (at least temporarily) brought back some of the players we lost to the pointsfix, meaning the pointsfix is flawed without making other changes to the server before implimenting it.

I am happy to hear that testing will be conducted, but the finality with which most of you post about the pointsfix definitely being included in the patch as-is worries me. I would encourage you to view this as a fairly unsuccessful "test" for the pointsfix as well, despite your success with it on noobstories.

I have given you some very hard evidence that would suggest going ahead with the patch+pointsfix as-is might be a mistake, at least until you work out how to compensate for the lost credits. Again I would present the "half-fix" as a potential solution.

---