

---

Subject: Re: Fixing... Points?

Posted by [kong009](#) on Tue, 19 Aug 2008 21:51:45 GMT

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

---

Goztow wrote on Tue, 19 August 2008 04:36No server popularity can suffer as the patch will be tested in "events" to avoid splitting up the community.

The comment I made about exponential decline in server population was based on our one and only server that tested the pointsfix, and that was true.

Goztow wrote on Tue, 19 August 2008 04:36You now can conclude that you lost players, which may be due to the point fix and that you gained back players by implementing something else than the point fix.

In the months after we put the pointsfix on AOW1, we steadily lost players until something had to be done about it. The fault clearly lies with the pointsfix, as this was the only change made up to that point.

We asked that Jelly remove the pointsfix, but he insisted on leaving it on because we are still in cooperation with Crimson and TT in testing the pointsfix/new patch (although I daresay our conclusions about the pointsfix are hardly being taken into consideration judging from the reaction here). Most of us would like to have seen the pointsfix removed, but this was Jelly's call.

The reason why people keep making topics about the pointsfix (and subsequently why "pointsunfix.dll" is insufficient) is because servers that choose to use "pointsunfix.dll" will be penalized, in my opinion, unfairly, by being excluded from the ladder.

---