Subject: Re: Fixing... Points?
Posted by EvilWhiteDragon on Fri, 22 Aug 2008 15:05:33 GMT
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mac wrote on Fri, 22 August 2008 10:12Hey guys,

Let me say a few words of the TT team leader, and about this issue.

It's not set in stone that we'll be fixing the ladder for this first patch. We're really focussing on the game and fixing issues, and we think this is m ore important than the ladder, at this point. Everything that is being discussed are ideas. They're not final.

The truth is also that one can never satisfy everyone. Fixing the pointsfix will make one side go mad, not fixing it will make the other side go mad. That is why we're giving server owners the chance to disable it, because we're very well aware that it is a very controversial issue. That's also what testing is for. There will be extensive organized tests on the weekends for several months..

For those people who say noone has elected us to make a patch. I question you - if we're not doing it, who else is? It took me about 2 months to get this team together, and another few months to actually work out on where we're heading. All the best coders of this community are working together now towards one common goal. That's a first. If you really think we're heading in the wrong direction, then please come join us. I'm serious. If someone wants to contribute he's welcome.

There have been extensive talks with Electronic Arts about various things, including Source Code and Support. I'm not allowed to speak about details, but let's just say we're very happy with EA currently.

Regards,
mac

mac is totally right. It is hard to even get everyone in the team to agree on things that need or don't need doing, so we don't expect the complete community to totaly agree with us.

The first eta will include controversial things like this, and if people complain, AFTER TESTING WITH AN OPEN MINDED SPIRIT, then we will probaly create a point unfix. But for the first beta, we are GOD of our own mod. After that we'll see how people responded and decide what needs doing before we ask EA to test this so it can be placed on the patcher