
Subject: Re: Fixing... Points?

Posted by [Crimson](#) on Thu, 28 Aug 2008 07:20:47 GMT

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

kong009 wrote on Wed, 27 August 2008 19:19kong009: "I don't like the pointsfix because it drops player count in servers."

My data suggest that the server settings are not at fault for the initial player count drop. The only change we made (until recently) was to add the pointsfix. Turn that around all you want to and say this doesn't explain the increase in players recently, but the fact remains, we suffered a player loss due to the pointsfix.

Jelly has been running the points fix on the AOW1 server for over a year, as have I. There are plenty of other factors that are much more likely to have caused the drop in players, such as RenGuard being less effective, new games coming out, compilations like TFD not coming out, and people of Renegade age being on summer break. There should be a boost as kids get back in school and the weather gets colder, kids getting \$5 Renegade in their stockings, and hopefully the TT patch.

Quote:Again, I want to stress that my issue with the pointsfix is I very much worry about MY servers, the ones I moderate, losing players due to a points system we had NOTHING to do with but given NO CHOICE whether to use it or not. The fact that n00bstories has not lost its players gives me some hope, but I am not convinced.

So you are going to give servers the chance to run without the fix, but that isn't free, is it? Essentially now the choice I have to give to my regulars is "Would you rather have more credits and sacrifice being ranked on a global ladder or would you suffer through limited credits and be globally ranked?"

The ladder is only a price to pay if you want it to be. I believe the players have wanted a working ladder ever since Renegade came out and it's not a stretch to agree that the current formula is a long way from being a good indicator of skill. But, we simply can't allow knowingly-unbalanced servers to contribute their data when you're trying to calculate skill. It doesn't make any sense to do so.

Quote:When I step back and look at that question and the circumstances surrounding it, I realize that only reason for this is this mandatory pointsfix I had no hand in creating or agree with.

Absolute proof has been provided as to why this fix was both intended by Westwood and balances the game. Over a year of gameplay testing has shown that the only players who are negatively affected by the fix are the ones who use bullshit tactics, and the players who are positively affected are the ones who play seriously and contribute to their teams.

Quote:What I'm trying to understand is where you come off thinking that it's okay for you to throw this controversial pointsfix on a game that has been around for many years, make it mandatory, and then wonder where all the opposition is coming from. You're not surprised that people are resisting this change... are you?

Actually I was and am stunned. I have had so much more fun in the game since I added the fix to my servers that I can not fathom why anyone is resisting it at all.

Quote:Furthermore, please don't tell me, or anybody else for that matter, that you are interested in fixing everything you can possibly fix and then host a poll at the top of this section of the forums asking if you should fix the outside pt-bug or not (or make it mandatory, to be more specific). Clearly that bug has the potential to change the outcome of games as well, but there is some inconsistency there with how you are approaching the pointsfix vs. outside pt-bug, wouldn't you agree?

I didn't create the poll. I doubt we ever intended to let the fake majority here decide the issue anyway. I believe it was more a forum for feedback so that we could figure out if there was any good reason not to fix it. I use outside PTs myself but I'm willing to work with my teammates to create new tactics if we lose that option that never should have been there in the first place.
