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Subject: Re: Fixing... Points?

Posted by [StealthEye](#) on Mon, 06 Oct 2008 09:41:03 GMT

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RoShamBo wrote on Mon, 06 October 2008 00:48

I'm not standing up for the anti-pointfix because I want to abuse stupid tactics, it's because the scripts.dll project has turned into something you're going to use to dictate how all the servers are going to run. Don't say that servers should use their own ladder. That's like a car manufacturer saying: "Don't like our cars? Go make your own."

The car manufacturer analogy is rather accurate. Will you tell the car manufacturer, "hey, I don't like how you don't want to install A into my car but you do want to install B into my car. You are forcing me to use B now but I really prefer A!"

No, that's not how it works. You can ask why and you can ask whether they can make an exception if you have a good reason, but you can't demand them to do what you want. What's worse is starting by, "ok, if you supply B to me then I'll install the part myself". (Give me the points unfixed, I don't really care about the ladder). Then the manufacturer sells you the part and you claim "hey, that's unfair, why don't you install it?!". That's really what's happening here.

The ladder is a separate project from TT. Even without TT it will should be impossible to participate for servers not running clean Renegade or reasonably close to it. (ie. normal/AOW: yes. coop, no).

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