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Subject: Re: Points fix debate number 5.598

Posted by [EvilWhiteDragon](#) on Fri, 02 Oct 2009 08:32:20 GMT

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liquidv2 wrote on Fri, 02 October 2009 01:39 SoQRadio wrote on Thu, 01 October 2009 18:13 I dont know if pointfix fixes this, but if people have more incentive to help their team, that seems like a good thing imo.

it sounds like you have not played much with the pointmod, if at all the thought kind of scares me; i know it like the back of my hand because i've played with it extensively and it's not hard to grasp, but a lot of people in support of it have probably not played with it much (at least not as much as i have)

i like to think that it will make players work together better, but there's always the chance that it won't and could actually drive players away at a time when losing players is no longer an option; the game is too old to start gaining new players

i'd hate to see renegade die sooner than it has to for any reason, and if i didn't care i wouldn't say anything at all

I dare to say that I have played MUCH more WITH pointfix than you. It has been running on the BlackIntel and TheKOSs2 servers for much longer than it has been released to certain communities.

I must also say that if you actually try to harm the enemy, the pointfix will be your friend. If you prefer to keep your K/D high then yes, pointfix sucks.

Also, what you're doing (all of you ANTIpointfix ppl) is separating the community. This could cause EA not to support this patch. That will mean that people that care will have TT patch, but all the newbies (who would probably be better off with TT patch) would be stuck in sucky servers without TT patch.

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