Subject: Re: Ideas to help newcomers/people joining a serv mid-game
Posted by EvilWhiteDragon on Sun, 04 Oct 2009 16:22:47 GMT

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ELiT3FLyR wrote on Sun, 04 October 2009 16:17Great idea TT, lets try to completely change the game so that we can incorporate our shitty pointfix into the game and try to make up for one of its many weaknesses. while ur at it, why dont u make apaches shoot as far as orcas, and make havocs skinnier so theyre harder to hit?

you are meant to be fixxing the bugs in the game, not trying to change the makeup of the game to suit urself. leave the pointfix optional and let people play how they want to play. If a server wants an "invisible silo" giving them 3 credits per second then thats their choice and u can punish them on ur universal ladder or whatever, but dont try to take over ren and force people to play the game how you want them too.

jelly and whats left of clanwars have already made it pretty clear theyre not going to use pointfix, why are u still trying?
GTFO if you dont bother to read what other people are saying.

CarrierII wrote on Sun, 04 October 2009 16:29I doubt this will be big enough:
THE POINTSFIX IS OPTIONAL, ALSO, THE CONTENT OF THIS TOPIC IS SPECULATIVE, AND NOT FINAL PATCH CONTENT.

Entirely true. In the beta we will make choices on what and how to implement the pointfix. Perhaps we'll make it optional (not unlikely) or perhaps we allow you to change the points/credits ratio or perhaps we'll allow you to change the base income.
It will depend on the beta. Constructive coments will be taken into consideration.