
Subject: Re: The Pointfix and the Game Listings
Posted by [Goztow](#) on Tue, 06 Oct 2009 13:55:35 GMT
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tellsson wrote on Tue, 06 October 2009 15:30Goztow wrote on Tue, 06 October 2009 14:05Yes, that's what I was aiming at. The map in multiplayer practise has never been updated with any patch. It contains a high number of errors. E.g. if u purchase a sbh and then purchase another character, that other character will be stealth. Other example:: the rocks at the Nod refinery are positioned differently than in the 1.037 version of Under. Just to show that your example is completely non representative of online play for things like e.g. points...

but the players are still used on this pointsystem, and so if they have the choice to play with or without pointmod, they like to play on servers without pointmod. like it was clearly the case on J1.

greetz telly ^^

like i said you in the past: i`m not anti-pointmod, i`m pro-community.
So the servers should make it so after you buy a sbh, your new character will also be stealthy because people get used to this in the multiplayer practise? Because that's what YOU are saying here. That's independent from the fact if people actually like to play on a server with or without pointfix.
