
Subject: Re: The Pointsfix and the Game Listings
Posted by [raven](#) on Wed, 07 Oct 2009 00:38:11 GMT
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Crimson wrote on Tue, 06 October 2009 18:14kadoosh wrote on Tue, 06 October 2009 15:12the
Mature thing to do would have been to discuss this with him in private before going public
declaring him the devil, for lack of better words.

The reason one would bring this public is so that other people will chime in and the target of the
subject can see where majority (or at least, loudest) opinion lies. Private conversations have
yielded no results, and yet this public one has gotten Jelly to agree to have a discussion about a
compromise. I, for one, am interested in what that is.

Next, the nicknames aren't "technically" or "legally" Jelly's. They belong to XWIS. If XWIS decides
or is asked by EA to change the policy on the matter, there's nothing anyone can do about it.

And, for the record, n00bstories' server runs the points fix and has for over 2 years. Spoon's
issue is that my server allows other things that he doesn't consider "pure" as far as skill is
concerned. Specifically, I would have to change my server to 0 start credits, no donations, and no
weapon drops to be in full compliance. My solution to our dilemma is to "weight" the ladder based
on their compliance... meaning that the servers closest to pure would have the most weight and
servers with massive changes that discourage skillful play will be worth less. Our goal with this is
so that a winning player on a "pure skill" server will gain ladder faster than someone playing on a
server with lots of starting creds and the bugged points system.

I'm just stating some facts and leaving my personal opinion out of this matter.

That's a good way of doing it. If a server wants different settings, it SHOULD be penalized
because of it. That way it's fair to a server that runs a "legal" server.
