Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by Spoony on Thu, 17 Dec 2009 22:09:25 GMT
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ELiT3FLyR wrote on Thu, 17 December 2009 08:13mr zimmer, i dont think spoony is interested in a a relationship so u can stop sucking up to him now.
this is another thing you always see from the anti-pointsfix brigade. whenever someone agrees with me, there's always some way of trying to dismiss what they say because there must be some ulterior motive for it, instead of the simple truth: "he thinks spoony's right"

GEORGE ZIMMER wroteYou do know that Spoony has tried for AGES to come to a compromise between people who want pointsfix and those who don't, right?

Guess who try the hardest to make the compromises? The pro-pointsfix crowd. The anti-pointsfix crowd does nothing but throw out retarded "insults", make up stupid terms they refuse to change (calling the pointsfix a "pointmod" and such), using nonsensical logic constantly (THE POINTSFIX IS BAD BECAUSE IT'S NOT WHAT ORIGINAL RENEGADE USED SO POINTSFIX IS BAD), and generally being assholes.

I see no reason why Spoony has to continue with the constant stream of bullshit. And people like you only further my opinion (which seems more and more to be a fact) of the anti-pointsfix crowd.
this is true and i've remarked upon it several times. i can and will go further on what the anti-pointsfix crowd likes to do: making up fake quotes and pretending i said them (THERE HAS NEVER BEEN A POINTSFIX DEBATE WHEN THEY DIDN'T TRY THAT!)

no matter how many times the anti-pointsfix crowd get caught lying to the community to try to win an argument, insult anyone who disagrees with them etc etc etc - meanwhile i'm the one going to absolutely incredible lengths to encourage debate, engage everybody's opinion and suggest all sorts of compromises, they still have the bollock-brained stupidity of portraying me as the ignorant, offensive one. it's like something from a lewis carroll novel, it really is.

SS wroteThese threads stopped being funny a long time ago.

1. Pointsfix makes public server gameplay better
2. Pointsfix creates more problems than it solves in clanwars
well, you might wanna try playing clanwars on the new system. four bugs are now fixed, and for the first time they've ALL been fixed. pointsbug, vehicle neutrality (i.e. jumping out of your tank before it dies), harv blocking, and mesa deadzones.

all the maps are now fair. mesa was the exception, but that's precisely because there was another glaring map issue that needed fixing too - and i said so right from the beginning. disallowing harvblock also completes the jigsaw; with no harvblocking and the original renegade points and economy system, we're finally seeing renegade as it was supposed to be in the first place.

creates more problems than it solves? well, you might have been around a couple of years ago when i had to make a certain new rule. you may remember it. certain players would always leave at the start of some maps if they got the "bad" side... maps like field, under, wallsfly. they'd always pretend that wasn't why they were leaving, but you knew it always was. i made a rule putting a

stop to that... that rule would be totally unnecessary now because the maps are actually fair.

and here's another big point - every single clanwar has been won by the right team now. that certainly wasn't the case before. a few people like simpee and karmai have tried to give examples to the contrary, and they get refuted immediately every single time. of course, they never admit as much and they'd certainly never change their overall viewpoint based upon it, but hey.

HaTe wroteall i said that is I will adjust to anything, as long as it is fair. Meaning that I will still play with the pointsfix, and i will not complain about it...
ah. i see where you're coming from. i'm much the same. i'll adjust to things as long as they're fair too... that's why i've been criticising the points bug for years, long before black-intel identified the code problem.

HaTe wroteI just think that some certain things will take some getting used to, and that I personally don't see them necessary.
again, this is exactly why the points bug is such a big pile of shit and why the pointsfix ought to be implemented widely. the points bug teaches people really shitty habits to new players. i don't think anyone new to the game ought to be subjected to it when they could be playing the game the way it originally was (pointsfix, no harvblock etc).

this is a handy thought-exercise i proposed some time ago. give it a go. let's say the points bug never existed, and let's say someone like... pulling a name out of a hat here... simpee came along and suggested it.

imagine how the conversation would go. remember, everybody by this time is used to the original renegade points and economy system, the pointsfix.

simpee: hi guys, ive got an idea for a points mod.
spoony: go on?
simpee: it will mean you can get too many points for shooting tanks, and it will mean snipers and auto rifles can get points for shooting tanks even though they aren't doing damage.
spoony: ummm.... why?
simpee: i don't know.
spoony: but it doesn't make sense... why did you come to this conclusion?
simpee: you're asking a lot of questions.
spoony: so.... more points shooting tanks, eh?
simpee: well not exactly. here's the clever bit. ONLY WHEN THEY HAVE GREEN HEALTH! tadaa!!
spoony: why? if you think this is a good idea, why not when they have red/yellow health too?
simpee: shut up.
spoony: and why just tanks if this is the way you're thinking? why not infantry too? why not buildings as well?
simpee: there's something scary behind you!
spoony: is there any evidence that this is what was SUPPOSED to happen?
simpee: no, in fact all the evidence is the other way.
spoony: the maps right now are pretty fair... i'm worried that this will affect balance. do you think balance between nod and gdi will be improved by this?
simpee: are you kidding? i can't wait for easy wins on field, under and wallsfly as gdi.

spoony: what about the economy system? if you can get money for no reason too, isn't that a BAD thing for the game's economy system?
simpee: what were we talking about again?
spoony: and isn't this going to teach people bad habits? for example, if there's a tank threatening your base, might not this teach people to shoot it with an autorifle like an idiot instead of actually doing something to fend it off, or fix a building?
simpee: where am i?
spoony: what about individual score? if you can get points for no reason then doesn't that mean individual score is rather meaningless, and therefore the ladder will be devalued?
simpee: i sure hope so.
spoony: so in a nutshell... this idea of yours, this points mod... it doesn't make any kind of sense, it contradicts itself internally, it makes some maps unfair, it ruins the economy system, it devalues the game's ladder, it teaches people stupid habits, and it wasn't supposed to happen in the first place.... is that a fair assessment?
simpee: im gonna spend the next 2 years making up fake quotes and pretending u said them, thatll teach you for disagreeing with me
spoony: without trying to sound too disrespectful, how did you even manage to come up with such a stupid idea?
simpee: dunno, i think i dreamt it

After all that, do you think anyone would want the points bug? all of its effects on gameplay are bad. I think I might actually start calling that "the point mod" from now on. after all, that's pretty much exactly what it is. people may have noticed that recently i've started referring to the pointsfix by another term: "the original renegade points and economy system".