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Subject: Re: Pointfix poll. Bug or Balance?

Posted by [R315r4z0r](#) on Sat, 19 Dec 2009 18:31:09 GMT

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Dover wrote on Sat, 19 December 2009 12:02R315r4z0r wrote on Sat, 19 December 2009 07:33I don't think it's a bug nor do I think it was implemented for balance reasons.

I think it was just a scoring oversight on EA's part.

Yeah. That would make it a bug.

No, a bug is an unintended side effect of doing something else. For example, changing the armor type of a vehicle to let it be more resilient to something else, but at the same time screwing up the balance with another vehicle using the same armor type. Or a line of code used to amplify a graphical technique that accidentally conflicts with something else causing crashes or black screens.

This issue was just a forgotten balance addressing. It was just so subtle of a problem, so tiny, so unimposing, that no one noticed it until years after the retail version was released.

It's like forgetting to buy a certain item when you went out shopping.

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