
Subject: Re: in regard to the points fix
Posted by [Spoony](#) on Wed, 02 Jul 2008 02:11:59 GMT
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i0ncl0ud9 wrote on Tue, 01 July 2008 20:54 If yes is the best response you have to this, then I win this argument by logic.

I'm afraid you don't. It's already been proven that the error in the points calculation formula is exactly that - an error.

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54 It should be assumed by default that if Westwood intended anything then they would have done it themselves.

I doubt westwood knew about any of those things at the time, and if they did, probably just hoped nobody would exploit them.

Oh dear... they hoped that just because there's a place inside the GDI base where the most powerful GDI long-range tank can completely safely hit the Nod base for the entire game, doesn't mean anybody would.

They hoped that just because a GDI player can walk right into the Nod base, doesn't mean anybody would.

As for bluescreening, you can't even pretend to claim Westwood hoped nobody would exploit that, since it isn't even a tactic in itself.

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54 Sorry, I didn't give you credit that you would be able to create a backup plan in advance of the community not accepting the pointsfix idea. I don't understand - could you clarify what the "backup plan" is?

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54 That's your opinion Spoony, which for some reason you think trumps everyone else's.

hmmm. that's an odd statement. I do always go to the trouble of asking people to justify their opinions. contrary to what you seem to think, that's not actually a bad thing.

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54 A balance disaster? It is the thing that balances out the game itself Spoony, not that hard to see.

oh, wow. I can't believe you just said that. The game is completely fair with the pointsfix. With the pointsbug, quite a few maps are horribly one-sided. That's not even mentioning the absurdity of defensive gameplay trumping offensive gameplay, the sheer nonsense of killing the WF being a disadvantage on some maps, etc etc etc.

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54 Actually, I'm just trying to show that there are multiple reasons why not to put in the points fix, but call it whatever you want. Im sorry Im able to backup my reasoning better than yours.

how indescribably ignorant of you. I'm STILL WAITING for these "multiple reasons".
