
Subject: Re: in regard to the points fix
Posted by [Homey](#) on Sun, 20 Jul 2008 20:47:01 GMT
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gkl21 wrote on Sun, 20 July 2008 12:31 Homey wrote on Sun, 20 July 2008 11:29 gkl21 wrote on Sun, 20 July 2008 11:14 Even if the ref is dead for 2 hours, still have some kind of cash flow adjustment. This adjustment is NOT related to buildings whatsoever.

The reason for the question, with more support, having everyone run the same background file will gain better interest and support from the EA individuals.

If you still want the "green bug" on, this should be done in the regulator (should be possible via gamelog file) to adjust cashflow of the players. Then there is no difference from the non-pointfix and pointfix, considering in Marathon servers only cash flow matters.

Server says I have the pointfix on.
Regulator says I will adjust to make the green bug happen.

So the points will not be equal to cash flow (as it is before the point fix)..

That doesn't seem to be logical ? It seems it can be done though... From what all I've been hearing, that would be the ideal solution into fixing this matter.

Remind you, I'm still not saying it should be an option or not, this is IF it was always on.

Anyways, can't people still run a CP2, CTF, or coop server without being affected ? If that's the case, then all this "arguing" is pointless. Just don't install it and lose the fixes. Everything has its benefits, but also, they have sacrifices at the same time.
That works imo. Credits is the issue, not points.

What do you think would be the best situation / combination to have to keep the credits in line? Remember, most likely (not definite) it can be programmed...
Pointsfix, but credits work the exact same as now. Exactly how Jelly said it. It wouldn't change the current gameplay and it would award points/ladder points according to the system. Works well imo.
