## Subject: Re: Fixing... Points?
Posted by Goztow on Tue, 19 Aug 2008 09:36:40 GMT

You should have put pointsfix off and see if that brought back your players. Then you could really have concluded this was the reason. You now can conclude that you lost players, which may (partially?) be due to the point fix and that you gained back players by implementing something else than the point fix.

Also: my comment wasn't about your arguments against point fix, everyone has theirs and I respect those, it was about your obvious lack of knowing anything about the testing phase, but still drawing obviously wrongful conclusions like
Quote:And then an exponential decline in server population

No server popularity can suffer as the patch will be tested in "events" to avoid splitting up the community. At least, that's what I read on these forums so far.

I think I already showed that I'm actually in favor of allowing the half point fix idea that Jelly proposed to connect to the ladder. So i don't know why you're reacting on my posts, maybe it's just because I make so many .

I also don't understand why people keep making topics about the point fix when it has clearly been said there will be a pointunfix.dll which will allow the server owner to get back to a half or complete unfix.

Maybe you can enlighten me?