Subject: Re: The Pointsfix and the Game Listings
Posted by reborn on Tue, 06 Oct 2009 10:49:47 GMT
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As Hex pointed out, even if the points fix was mandatory, someone could create a server hack in the form of scripts.dll to re-introduce it. Whether it's mandatory or not, people will inevitably have the option either way.

The new TT patch sorts games by xwis player count, not nicks. Unless you are talking about an interim solution to the problem, then the debate on should Jelly be stripped of the nicks or not is irrelevant, as they will count for nothing with the patch is enforced.

The solution of sorting by xwis player count puts the decision of what server should be listed at the top firmly in the hands of the most important person, the player.
If people like the server, it will be at the top, if they don't, then it will simply dwindle...

As much as I would like to say drop the list by xwis player count idea, and let it be listed by nick names still, then give me the power to assign who I feel should be at the top, it seems fairer to let players decide with there feet (or mice).

The only thing I would like to change about the TT system is the listing by player counts based on xwis counts. Preferably the player count would be accurate instead and take into consideration direct connections. I understand why this isn't going to happen though...