
Subject: Re: The Pointsfix and the Game Listings
Posted by [Spoony](#) on Thu, 08 Oct 2009 01:03:22 GMT
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R315r4z0r wroteThe way I see how Renegade works is like this:

If you 'win' by points, then you might as well not have won at all. I don't take wins/losses by points seriously unless it's close and the game literally becomes a battle for points (like both teams just have a refinery left, have points within a few digits of each other and have under 1 min of game time remaining.)

That's why I don't personally care about the points fix. Whether a server uses it or not, the physical damage ratios of everything to everything else stays the same. Regardless of if I get 500 points for sniping a tank or no points, I still do the same amount of damage. I consider a win when one team destroys the other team's base. Therefore, in my personal opinion, forcing the points fix is redundant. It might have it's logical reasons to be implemented, but they are reasons I literally do not care about.

You're basically saying you prefer marathon and you don't see the need for pointsfix there. Fine. Servers can choose to set the time limit, and they can choose whether to use the pointsfix. Everybody's happy... in theory... until you bring the game listing chokehold into play.

R315r4z0r wroteIf I lose because some dude on the enemy team was sniping my tank all game, then so be it. There is no official ladder or prizes anyway..

There is an official ladder and I am doing my best to make it as good as I think it can be. I also believe EA has committed some prizes to it once we've finished revamping it?

raven wrote on Wed, 07 October 2009 19:39I repeatedly asked you to stop posting on the issue, along with cunalinga. You pressed on, you were the only one pressing on with the topic and we asked you to stop. You didn't so we took moderation action against you plain and simple. It's the only way we got the issue to lay at rest because you can't give things up, you have to have the last word and you always have to be right.

Oh, please. The problem isn't that your moderator was cheating and lying to everybody about it, the problem isn't that your moderator was carrying on his 4-year renerage against me all based on a lie, the problem is that I defended myself? Sometimes the smallest amount of common sense seems to be in order.

Spoony wrote on Wed, 07 October 2009 19:21Good for you for pointing out my grammatical and structural errors, you get an A+ for teaching.

I did not attempt to correct any grammar, and I did not say there was a structural "error". I simply said that your one paragraph contained many different statements being made at once and it was necessary to separate them.

raven wrote on Wed, 07 October 2009 19:39I don't have to answer that analogy because it's quite ridiculous, comparing two completely different situations that don't even make sense. A patch and registering nicknames don't even come close to comparing.

The only difference is TT's claim to authority is so very much stronger.

raven wrote on Wed, 07 October 2009 19:39The point is, we didn't want the pointsfix shit to even be ON our forums, yet you insisted on instigating the issue. Your persistance and annoying

presence on our forums made you an unwelcome member which is why I say that. I'm not entirely sure that people are pissed at you for liking the pointsfix. I've publically stated that I agree 100% with the fix and people still generally like me... perhaps it's the way you present the information? Perhaps you can explain what's wrong with it?

The VERY MOST I did is say I thought the pointsfix was a good thing and made it very clear why, giving my reasons of which there were many. It was never my choice that it was there, it was Jelly's. And Jelly was a better man then; he said over and over again: "you guys don't need to go mental at spoony here, it's not him deciding that the pointsfix is here, it's me". Pity nobody listened to him at a time when he made more sense than he does now.

If people can say they don't like it, I can say I like it. And my posts were far more courteous than a great many of the anti-pointsfixers.

raven wrote on Wed, 07 October 2009 19:39Nine nicknames.
I appreciate the correction, minor as it is.

raven wrote on Wed, 07 October 2009 19:39I do believe you just answered your own point there. "If you register a name someone else wants, the worst that can really happen is they don't get it." Jelly did just that, he registered the nicks and the others didn't get it. Too bad for them. Uh, you didn't follow me. On the old WOL, someone else took "spoony". I had to make do with something else. but the fact someone else took "spoony" IN NO WAY hindered my ability to play, my opportunities were still as good as anyone else's. Taking all the a00 names DIRECTLY harms all other communities' chances of getting new players, because when a new player logs in, you can decide what servers he sees.

raven wrote on Wed, 07 October 2009 19:39What's wrong with the servers that are running on those nicks? What's wrong with n00bstories? What's wrong with n00bless? What's wrong with Jelly AOW1, Mini, J2, and Mara? Those are the servers running on the nicks, why is there a NEED for new communities? Especially in an old game like this. Better question: what's wrong with your community getting to decide this? The answer is: everything.

Spoony wrote on Wed, 07 October 2009 19:21Privately I assume, not a big, grand public inquisition like this?

After I started this poll, it was claimed that he has half the a00 names. I didn't know that, and the person who said so didn't know either. Turns out nightma12 has only two of them. And he said he's fine with the system being reformed.

raven wrote on Wed, 07 October 2009 19:39You don't even know what you're talking about do you? Literally thousands of lines of code. I know about as much about it as you know about how big a problem a00 is. Like I said, you've never needed to know; you've had all the a00 names you need, for years. Don't get me wrong, I was in your position. I now know better.

raven wrote on Wed, 07 October 2009 19:39By the way, I have tried to start a new community, don't say things if you don't know what I have and haven't done. Nite-Serv was mine in its beginnings, we had a low nickname, a0000005k, and we made it a successful sniper server. You

know how? By listening to the people and sitting idle in it, waiting for people to join. It wasn't that hard.

Questions. 1. How long did you have to sit idle? 2. How many other sniper servers were there at the time? 3. Who gave you the a00 name? 4. Why did you think it was necessary to get one?

raven wrote on Wed, 07 October 2009 19:39 You've also dodged this repeatedly:

Quote: Lastly, this is all for nothing when the TT patch is released. It sorts it by players ingame instead of nicks (which is the better system anyhow, and it should have been like that from the start). Unless TT is going to be another year, what's the point in all this?

No, I haven't dodged it at all. I've REPEATEDLY asked someone for a very clear clarification.
