Subject: Points fix
Posted by Jellybe4n on Sun, 29 Jun 2008 16:45:33 GMT
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For what it's worth, I'm a supporter of the fix, in the right server. For a timed server, I have no issues with it, and we have run the fix on AOW1 since it came out.

However, the fix is definitely not for the marathon server. In games that last up to, and over 6 hours sometimes. Credits are essential in that server. Losing your ref and cutting off credits is bad enough, if the points fix was on credits would be nearly impossible to pick up.

In the marathon server, points are not an issue, the game is decided by base-kill. Credits are a much needed part of the game, and this is my issue with the fix for the marathon server, not the actual points, as they are irrelevant.

Anyway, I think the points fix should be an option when the patch is installed.

Subject: Re: Points fix
Posted by cmatt42 on Sun, 29 Jun 2008 17:12:35 GMT
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Well, there's always not letting your Refinery get destroyed.

Subject: Re: Points fix
Posted by EvilWhiteDragon on Sun, 29 Jun 2008 17:23:35 GMT
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cmatt42 wrote on Sun, 29 June 2008 19:12Well, there's always not letting your Refinery get destroyed.
^^ that.

And perhaps you could modify the game cashflow even more, in order to balance it. Like giving 0.5 credits every second, which would mean half the rate you would get if the PP is down.

Sounds more logical, as without the pointfix, you would need to go vehicle sniping wiht an havoc in order to get decent amounts of creds.

Subject: Re: Points fix
Posted by Jellybe4n on Sun, 29 Jun 2008 17:31:36 GMT
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I guess what I'm asking for as a server owner, is the "option" to install the fix or not. The points fix debate has been done to death, I'm not recylcing all that again.

I'm asking for the option when installing.