Subject: Re: in regard to the points fix
Posted by Jellybe4n on Tue, 22 Jul 2008 20:59:53 GMT
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EvilWhiteDragon wrote on Tue, 22 July 2008 11:35Jellybe4n wrote on Mon, 21 July 2008 21:12EvilWhiteDragon wrote on Mon, 21 July 2008 06:20Ghostshaw wrote on Mon, 21 July 2008 11:34Lets jsut allow increasing credits per points. It keeps the fairness introduced by the pointsfix (IE you get more for doing more damage) but you can get similar ot the same kinds of money flows as without the pointsfix (obviously that would be up to teh server owners).

It might need a little fine tweaking though. Like ahving separate multipliers for vehicles/infantry/buildings (getting alot more credits for shooting/repairing a building sounds like a bad plan IMO), and maybe even for groups like infantry vs vehicles, vehicles vs infantry, infantry vs infantry, vehicles vs vehicles and vehicles/infantry vs buildings.

But then again thats what a beta test is for.
Well, indeed, but then at least certain people should listen to the idea, and be willing to try it. That seems to be most of the problem here.
Not having the will to even try something else will be impossible to fix.

The half points fix is what we'd like to try, how about you listen to that idea and let us test that out?

I'm not stating that it can't be tried, I'm just saying that it just doesn't fix the imbalance. For exactly that reason I suggest something else, of which I would appreciate you to give comments on.

Of course, we're already bending, as we are actively trying to find a solution that works for everyone, and at least I am trying to NOT unbalance the game.
With your idea, in al respect, you will indeed fix the point problem, but still people will get the shotgunner to attack the harv to get credits. While it is good that they try to get credits, but they could also do so with an engi, and get credits and points. With the engi they have a bigger chance of actually killing the harvester than with the shotgunner, right?

For exactly that reason I think that a half point fix is not good, as for an other example, mammoths still won't work as supposed. This still causes newb player to be shouted on, because now they are not giving away points, but credits.

So, because of the aforementions reasons, could you please tell me what you do and don't like of my previously posted ideas? As I have a feeling you're just totally ignoring them. And since you're not commenting on them, I can't bend it to suit your needs.

I'm not trying to make your life harder, but you do need to cooperate.

Nobody is forcing you or anyone to play on the server, the players that play regular will voice whether they think it is fair or not.

OK, we like the marathon server as it is. 100%, defintly, completely. We want to keep it how it is.

That is our number 1 choice.

Right, we can not do that if we want to stay on the ladder. So, what can change? You want the points fix on all servers, we want the way we gain credits to stay the same. Simple answer, do both, as has been suggested. There's no need to come up with alternatives like you have done. The answer has been suggested, that is what we want to try.

You need to quit forcing ideas that YOU think of, and let someone else's idea, which we very much like be trialed on the server.