
Subject: Re: Fixing... Points?

Posted by [msgtpain](#) on Sat, 16 Aug 2008 00:19:59 GMT

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Saberhawk wrote on Fri, 15 August 2008 18:15 In order for the ladder to be function correctly as ladder of skill, variables other than skill need to be constrained. Points given is one of those variables. If we do not exclude *all* servers that have any modification to the number of points given, the ladder could be exploited by servers which give 10000 points per damage point given.

So, just out of curiosity, because I don't think I've seen the question or read the reply (forgive me if it's already out there)... It "seems" to me that the sole intent of this pointsfix is to make the ladder "fair".. so all servers reporting to it are on a level playing field.

If this is true, I can assume that you will also require all servers to have the exact same 'other' settings. i.e.;

- Player Count
- Starting Credits
- Time Limit
- Weapons Drop
- Special Crates
- Ped Beacon
- Donate restrictions
- etc.

As well as make them all conform to the same rules such as "allow or disallow hill camping on hourglass", etc.

I can only assume that your reply will be a resounding "yes" to these questions, as any single one of them can have an impact on how a player may score in any game, on any server.

Disarming a beacon provides 300 points to the disarmer, and robs the person planting it of up to 750 points. How can you legitimately "ask the community" if you should fix outside PT's, knowing full well that it is INDEED a bug, and it drastically affects both the potential outcome of a game as well as the individual points of the players involved?

Your arguments about all of these items seem just a little disingenuous and more self serving to me, sorry.

Edit Below-----

I didnt' read far enough I guess... You pretty much answered my own questions before I even asked them.

Quote:The issue is with the players that are constantly grinding as a Havoc or Sakura shooting at heavily armored vehicles to "earn" credits and it leads to other adopting the same passive tactics

resulting in boring games where a majority of the people aren't really helping their team to win...

The bottom line is this "pointsfix" eliminates the ago-old argument that about 7 people have continually complained about over the years.. "tank sniping".

The amount of points you no longer get is completely negligible (an opinion backed up in an above post by stealtheye) when compared to all the other items everyone is completely ignoring. The bottom line is, the people that have bitched about "tank sniping" have finally found an avenue to getting their way after all these years... In my opinion, that's all this has ever amounted to.

If you force the pointsfix to every server, whatever.. I'm still going to shoot at your orca and MRLS, and you're still going to bitch about it every time I do it.. And I'll still be close to one of the top scorers in the game, cause I kill a lot of high credit characters at the same time..

Just stop with the propaganda about how this is the "only way" to make a fair ladder.. because it's complete and utter nonsense as long as you ignore all the other items above, and you know it.