
Subject: Re: The Pointsfix and the Game Listings
Posted by [raven](#) on Thu, 08 Oct 2009 03:30:58 GMT
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Spoony wrote on Wed, 07 October 2009 22:12 I must say I commend what seems a very honest reply (and the first reply to that question; I posed it to everyone at Jelly, mods and players alike) Thank you.

To be honest this is the first time I've taken the time to read everything you've had to say in depth and respond to it like this. I had no idea you even posed this question before.

Spoony wrote on Wed, 07 October 2009 22:12 So you accept that they currently are not? For the most part, yes, I would accept this to be a true statement.

Spoony wrote on Wed, 07 October 2009 22:12 Then the obvious question seems to be: How would you react if this was TT's response to people saying: "we want the pointsfix to be optional so we can play without it if we like"? Because the situation was handled far worse than anything I've done here, and it certainly created more work for TT, so both statements are technically true. First, it's a team of people, not just a single guy. My scripts took about a year or two to develop. The amount of people on TT it shouldn't take as near as long as this. Second, personally, I would have been fine with the pointsfix not being optional. I've said this before. I would be indifferent (personally).

However, being in a position of power at Jelly, I must advocate on behalf of my community; it's my job. That being said, I can appreciate the position of the anti-pointsfix crowd, being as they've played a bugged version of renegade for so long they don't know any different and they oppose change. The anti-pointsfix crowd also happens to be the majority of the players that come to our servers on a regular basis... You can probably see where I'm going with this.

Spoony wrote on Wed, 07 October 2009 22:12 I was asking how many PLAYERS are willing to do that, not admins. If it's a new server it won't have anybody dedicated to it. At the start? Probably none. They don't know the server, there's no reason for them to stay and try to start it. But, if it is new, the admin/owner should be there as much as they can be to help bring players in so that eventually players WILL come and stay when it's empty to start a game up.
