

ÊÍ°¶ÒÁà¾×èÍ⦿ÇÒÁá¹èã¨àÃ×èÍ§;ÒÃà»ÃÕèÂ¹¹éÓÁÑ¹à⦿Ã×èÍ§

Posted by jonathan - 2012/06/08 09:48

μέιςà»ÃÕèÂ¹·Õè 6 à´×Í¹ËÃ×Í 10,000 ¡Á. άμè¶¶έÒàÃÒãªέÃ¶¹έÍÂ ÂÑ§¨Òà»ç¹ăĚÁ·Õèμέιςà»ÃÕèÂ¹¹éÓÁÑ¹à⦿Ã×èÍ§

Re:ÊÍ°¶ÒÁà¾×èÍ⦿ÇÒÁá¹èã¨àÃ×èÍ§;ÒÃà»ÃÕèÂ¹¹éÓÁÑ¹à⦿Ã×èÍ§

Posted by minicar - 2012/06/08 11:32

¶έÒϕÑªáÁέÇÃÐÂÐÃÑsäÁè¶¶ÖsäÇÃÒ·Õèμέιςà»ÃÕèÂ¹ËÒÁÒÃ¶Ã×´ÃÐÂÐă´έÍŒ;¹Œ´Ë¹èÍÂ⦿ÃÑº μÒÁ¨ÃŒsäÁέÇ¨Ðà»ÃÕèÂ¹ËÃ×
άμè·Œ§·Œè´Œ¶έÒ¶Œ§;ŒË¹ÍçàÃ×Íà»ÃÕèÂ¹ă´έ¹Ð⦿ÃÑªà¾×èÍŒŒŒ;ŒÃăªέ§Œ¹ϕÍ§Ã¶·ŒèÂŒÇϕŒé¹

Re:ÊÍ°¶ÒÁà¾×èÍ⦿ÇÒÁá¹èã¨àÃ×èÍ§;ÒÃà»ÃÕèÂ¹¹éÓÁÑ¹à⦿Ã×èÍ§

Posted by iououy - 2012/06/25 15:45

I agree with Graylo that this difference is probably too large and makes Eclipse-twisting feel more mandatory and less like an "optimization." Dropping this to the 5% to 10% range would still allow theorycrafters to come up with optimizations, but it wouldn't be necessary for players to use; they could ignore Astral Communion entirely and still do reasonably well.