ÊÍº¶ÒÁà¾×èÍ¤ÇÒÁá¹èã¨àÃ×èÍ§¡ÒÃà»ÅÕèÂ¹éÓÁÑ¹à¤Ã×èÍ§

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

µéÍ§à»ÅÕèÂ¹·Õè 6 à´×Í¹ËÃ×Í 10,000 ¡Á. áµè¶éÒàÃÒãªéÃ¶éÍÂ ÂÑ§¨Óà»ç¹äËÁ·Õèµéͧà»ÅÕèÂ¹éÓÁÑ¹à¤Ã×èÍ§

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Re:ÊÍº¶ÒÁà¾×èÍ¤ÇÒÁá¹èã¨àÃ×èÍ§¡ÒÃà»ÅÕèÂ¹éÓÁÑ¹à¤Ã×èÍ§

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

¶éÒ¢ÑºáÅéÇÃÐÂÐÂÑ§äÁè¶Ö§àÇÅÒ·Õèµéͧà»ÅÕèÂ¹ÊÒÁÒÃ¶Â´ÃÐÂÐä´éÍÕ¡¹Ô´Ë¹èÍÂ¤ÃÑº µÒÁ¨ÃÔ§áÅéÇ¨Ðà»ÅÕèÂ¹ËÃ×áµè·Ò§·Õè´Õ¶éÒ¶Ö§¡ÓË¹íçàÅ×Í¡à»ÅÕèÂ¹ä´é¹Ð¤ÃÑºà¾×èÍÍÒØ¡ÒÃãªé§Ò¹¢Í§Ã¶·ÕèÂÒÇ¢Öé¹

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Re:ÊÍº¶ÒÁà¾×èÍ¤ÇÒÁá¹èã¨àÃ×èÍ§¡ÒÃà»ÅÕèÂ¹éÓÁÑ¹à¤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.

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