
Éí°ŦÒÁà¼xè¼ÇÒÁá¹èã¨àÃxèÍ§;ÒÃà»ÁÕèÂ¹¹éÓÁÑ¹à¼ÃxèÍ§

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

μεί§à»ÁÕèÂ¹·Õè 6 á´xí¹ËÃxí 10,000 ¡Á. áμèŦéÒàÃÒãªéÃŦ¹éíÁ ÂÑ§¨Óà»ç¹äËÁ·Õèμεί§à»ÁÕèÂ¹¹éÓÁÑ¹à¼ÃxèÍ§

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Re:Éí°ŦÒÁà¼xè¼ÇÒÁá¹èã¨àÃxèÍ§;ÒÃà»ÁÕèÂ¹¹éÓÁÑ¹à¼ÃxèÍ§

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

ŦéÒçÑªÁÁéÇÃÐÃÐÃÑ§äÁèŦÖ§àÇÁÒ·Õèμεί§à»ÁÕèÂ¹ËÒÁÒÃŦÁx´ÃÐÃÐä´éíÖ;¹Ô´Ë¹èíÁ¼ÃÑªº μÒÁ¨ÃÒ§áÁéÇ¨Ðà»ÁÕèÂ¹ËÃxèÍ§
áμè·Ò§·Õè´ŦŦéÒŦÖ§;ŦË¹¡çàÁxí¡à»ÁÕèÂ¹ä´é¹Ð¼ÃÑªº¼xèÍ§ÒÁØ;ÒÃãªé§Ò¹çÍ§ŦŦ·ÕèÃÒÇçÖé¹

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Re:Éí°ŦÒÁà¼xè¼ÇÒÁá¹èã¨àÃxèÍ§;ÒÃà»ÁÕèÂ¹¹éÓÁÑ¹à¼ÃxèÍ§

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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