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Subject: Re: The Pointsfix and the Game Listings  
Posted by [R315r4z0r](#) on Thu, 08 Oct 2009 00:42:17 GMT  
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I haven't read anything other than the words "points fix" in the title, but I am oddly compelled to just make a post anyway.

The way I see how Renegade works is like this:

If you 'win' by points, then you might as well not have won at all. I don't take wins/losses by points seriously unless it's close and the game literally becomes a battle for points (like both teams just have a refinery left, have points within a few digits of each other and have under 1 min of game time remaining.)

That's why I don't personally care about the points fix. Whether a server uses it or not, the physical damage ratios of everything to everything else stays the same. Regardless of if I get 500 points for sniping a tank or no points, I still do the same amount of damage. I consider a win when one team destroys the other team's base. Therefore, in my personal opinion, forcing the points fix is redundant. It might have it's logical reasons to be implemented, but they are reasons I literally do not care about.

If I lose because some dude on the enemy team was sniping my tank all game, then so be it. There is no official ladder or prizes anyway..

Therefore, I'm not against the pointsfix, but I'm not for it either. I'm just curious to see if there is anyone else who shares that same opinion as me.

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