
Subject: You don't get much closer than this!
Posted by [Crimson](#) on Thu, 17 Aug 2006 21:19:09 GMT
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@phpRenBot [34/40|58SFPS|Walls_Flying] Previous map won by Nod by High score when time limit expired.
@phpRenBot [34/40|58SFPS|Walls_Flying] Score was 31806 to 31806.

Subject: Re: You don't get much closer than this!
Posted by [danpaul88](#) on Thu, 17 Aug 2006 21:20:49 GMT
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Wow, apparently the Renegade engine has never heard of a draw..

Subject: Re: You don't get much closer than this!
Posted by [Caveman](#) on Thu, 17 Aug 2006 21:33:57 GMT
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Wow, i've never ever seen that before i've seen it where its 1 point off but never when its even.

Subject: Re: You don't get much closer than this!
Posted by [futura83](#) on Thu, 17 Aug 2006 22:13:31 GMT
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i bet people moaned that were on gdi lol.

Subject: Re: You don't get much closer than this!
Posted by [Scythar](#) on Thu, 17 Aug 2006 22:43:10 GMT
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Does anyone know how the winning team is determined when the score is even? Because this has happened before and GDI was the winner that time, so it's based by something else than a "default winning team"....perhaps the team that gets the last score?

Subject: Re: You don't get much closer than this!
Posted by [Mad Ivan](#) on Thu, 17 Aug 2006 22:57:54 GMT
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Damn, thats some heck of a score!!!
Heck, i think this deserves a place in the HoF in 3-4 days

Subject: Re: You don't get much closer than this!
Posted by [Renx](#) on Thu, 17 Aug 2006 23:15:02 GMT
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This is the first time I've ever seen Nod win on a tie. I always thought GDI won by default when it was tied.

Subject: Re: You don't get much closer than this!
Posted by [Spoony](#) on Thu, 17 Aug 2006 23:41:44 GMT
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There's such a thing as a fraction of a point. EG when the scores are 0-0 at the start of a game, go hit somebody with a pistol bodyshot - you won't get 1 point, but your team will take the lead at 0-0.

When the scores are tied at 0-0 (and nobody has any point fractions) GDI wins.

Subject: Re: You don't get much closer than this!
Posted by [Mad Ivan](#) on Thu, 17 Aug 2006 23:50:41 GMT
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Then i guess some lucky bastard pushed the Nod team with a pistol/explosion.

Subject: Re: You don't get much closer than this!
Posted by [warranto](#) on Thu, 17 Aug 2006 23:57:15 GMT
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If you watch the team scores, the one on "top" will always win. It just so happened that Nod was on "top" when the game ended.

Subject: Re: You don't get much closer than this!
Posted by [icedog90](#) on Thu, 17 Aug 2006 23:58:37 GMT
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Then all I have to say is...

hax.

Subject: Re: You don't get much closer than this!
Posted by [Crimson](#) on Fri, 18 Aug 2006 00:02:15 GMT
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That is correct. In an absolute tie, GDI wins, but Nod had a fraction more points than GDI and won. Just imagine... one minigunner bullet into a harvester would have changed everything. Definitely don't see that often!

Subject: Re: You don't get much closer than this!
Posted by [IronWarrior](#) on Fri, 18 Aug 2006 01:41:35 GMT
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Nod FTW.

Subject: Re: You don't get much closer than this!
Posted by [YSLMuffins](#) on Sat, 19 Aug 2006 00:29:25 GMT
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I feel like I've seen everything in Renegade now...

Subject: Re: You don't get much closer than this!
Posted by [grant89uk](#) on Sun, 20 Aug 2006 08:36:37 GMT
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Yeah i was there that game but i didnt notice the scores were tied until after when people started talking about it.

Subject: Re: You don't get much closer than this!
Posted by [Halo38](#) on Sun, 20 Aug 2006 13:42:07 GMT
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For those of you that haven't looked at the level edit files

The points awarded for attacking a standard minigunner soldier are:

Damage: 0.01
Death: 1

a havoc is

Damage: 0.14

Death: 50

harvester is

Damage: 0.04

Death: 50

so you can see there is a bit of rounding going on behind the scenes.

Subject: Re: You don't get much closer than this!

Posted by [trooprm02](#) on Sun, 20 Aug 2006 15:05:21 GMT

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whow, would suck to be gdi that game
