
Subject: in regard to the points fix

Posted by [i0ncl0ud9](#) on Wed, 02 Jul 2008 00:29:55 GMT

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"Points Fix - fixes an error in the way points are calculated when attacking vehicles with green health. Against all other targets, points are directly proportionate to damage, but not green-health vehicles due to a coding mistake. This is why, for example, snipers could get illogically high points for attacking heavy vehicles they did very little damage to."

a coding mistake?

Was there not any testing done on this game before it came out? Yes, there was, just like there is with any other game

Do you think while the testing going on everyone testing (or the majority, because there are some pretty unobservant people), noticed what was going on regarding the point fix? Yes

Do you think westwood if they had intended it to be so, would have fixed this issue prior to releasing the game to the public? Of course.

The implementation of this points fix, which the majority of the renegade community does not promote, is just a way for a few people to get what they want... Spooky and everyone else supporting it can say whatever they want but the point fix does more bad than good. Hopefully they will do the right thing and abandon it before forcing it onto everyone. I don't think even Spooky can deny that the majority of people don't like the pointsfix, which is why he goes to his argument of Westwoods' intentions. Leave the game alone how it was obviously meant to be (the way it was released) and even if the small chance appears that westwood did intend for the points fix to be put in, Spooky should try something that sometimes can be hard for him to do. Listen. Westwood has nothing to do with this game anymore other that they made it, so why not listen to the people that really matter. The ones that play it.

for those who may have just heard about the points fix, it is pretty easy to see that the majority of the community doesn't support it. I'm not positive but I believe clanwars uses it, although reluctantly. I'm absolutely sure that Jelly, the most popular community in Renegade, doesn't support it.

Subject: Re: in regard to the points fix

Posted by [Spooky](#) on Wed, 02 Jul 2008 00:45:28 GMT

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I'll copypaste the reply on jelly.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26"Points Fix - fixes an error in the way points are calculated when attacking vehicles with green health. Against all other targets, points are directly proportionate to damage, but not green-health vehicles due to a coding mistake. This is why, for example, snipers could get illogically high points for attacking heavy vehicles they did very little damage to."

a coding mistake?

yes.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26 Was there not any testing done on this game before it came out? Yes, there was, just like there is with any other game

Do you think while the testing going on everyone testing (or the majority, because there are some pretty unobservant people), noticed what was going on regarding the point fix? Yes

Do you think westwood if they had intended it to be so, would have fixed this issue prior to releasing the game to the public? Of course.

every time someone brings this up, I point out the terrible flaw, which is this:

- by your logic, backwalking the ob is intended.
- by your logic, base to base - even the most unfair example, i.e. a MRLS behind the barracks on Islands - is intended.
- by your logic, bluescreening is intended.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26 Spooky and everyone else supporting it can say whatever they want but the point fix does more bad than good.

I hear this a lot, and I always make a point of asking the person to elaborate. More often than not I get either an embarrassed silence or an insult in response. Please feel free to do better than that; Why does it do more bad than good? I can make a long, long list of the good it does. I've still yet to hear a single convincing "bad" thing it does.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26 I don't think even Spooky can deny that the majority of people don't like the pointsfix, which is why he goes to his argument of Westwoods' intentions. I'm afraid the flaw here is the argument of Westwood's intentions was one of the several core arguments for the pointsfix before any debate on the subject even started.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26 Leave the game alone how it was obviously meant to be (the way it was released)

"how it was obviously meant to be" = pointsfix. NOT the pointsbug. you only need to play a while on a pointsfix server with an open mind to see that. Westwood weren't stupid, they wouldn't have intentionally put in a balance disaster whereby shooting something you don't damage awards your team massive points, which promotes defensive gameplay.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26 and even if the small chance appears that westwood did intend for the points fix to be put in, Spooky should try something that sometimes can be hard for him to do. Listen. Westwood has nothing to do with this game anymore other that they made it, so why not listen to the people that really matter. The ones that play it.

this is technically known as "moving the goalposts". first your argument is "westwood DIDN'T intend the pointsfix, end of story, and we need to take heed of that fact" - which is, of course, absolutely false. then it becomes "but if I'm wrong, it doesn't matter that I'm wrong because when I said we need to take heed of that fact, I didn't really mean it, it's not westwood we need to listen to after all"

i0ncl0ud9 wrote I'm absolutely sure that Jelly, the most popular community in Renegade, doesn't support it.

not at all, plenty of people either like the idea or don't mind it. It's simply the fact that the people who don't like it are usually very vocal, often going to quite extraordinary lengths. Where the rest of the debate is civilised discussion, you can always rely on a small minority to flame the living shit out of anyone who disagrees with them, lie to everyone to make their 'opponents' look bad, etc. You should see the thread in the moderator section about kong... it's pure gold.

Subject: Re: in regard to the points fix
Posted by [Herr Surth](#) on Wed, 02 Jul 2008 00:50:08 GMT
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at least 5 pages!

Subject: Re: in regard to the points fix
Posted by [nikki6ixx](#) on Wed, 02 Jul 2008 00:51:12 GMT
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It'd be fairest if there was a way to switch the 'fix' on or off, then everybody wins.

To be honest, I'm happy to see people's habits change in-game. Fewer idiots with ramjets shooting at tanks for the points, means more people buying PIC's/Railgun's to actually put the tanks out of commission.

Subject: Re: in regard to the points fix
Posted by [i0ncl0ud9](#) on Wed, 02 Jul 2008 01:15:53 GMT
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I don't know how to do all this quoting stuff, so ill reply to each of your responses by separating them into different paragraphs.

If yes is the best response you have to this, then I win this argument by logic. Unless you have proof to back up what you say, it can't be considered true. It should be assumed by default that if Westwood intended anything then they would have done it themselves.

I doubt westwood knew about any of those things at the time, and if they did, probably just hoped nobody would exploit them. To say that Westwood left a coding error in the game that could have easily been fixed before its release is just stupid Spooky, come on.

Sorry, I was already writing a long post and didn't want to make it any longer than it needed to be. Here's how I explained it in my other post:

[Why is this point fix so important. Basically the only thing that will happen now is 1) people will get even more bored from lack of money, 2) people who want to use infantry will be at a huge

disadvantage to get points, which I actually find more of a pointsbug than what we currently have now...

This is basically forcing people who want to get points to use tanks.]

Sorry, I didn't give you credit that you would be able to create a backup plan in advance of the community not accepting the pointsfix idea.

Thats your opinion Spooky, which for some reason you think trumps everyone else's. Your not making much sense. A balance disaster? It is the thing that balances out the game itself Spooky, not that hard to see.

Actually, I'm just trying to show that there are multiple reasons why not to put in the points fix, but call it whatever you want. Im sorry Im able to backup my reasoning better than yours.

Subject: Re: in regard to the points fix
Posted by [cmatt42](#) on Wed, 02 Jul 2008 01:38:36 GMT
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In fact, you only "backed up" your reasonings by your own opinions. I don't see how that suddenly validates your own arguments and invalidates Spooky's when he tries to present "his opinions".

People get bored with no money? Here's something they could try: defend their Refinery and make sure it doesn't get destroyed. They could also make themselves useful by attacking the enemy base. You shouldn't win by losing buildings.

Of course tanks should get more points. They do more damage against buildings than small arms and thus should get a bigger reward.

Westwood didn't fix it probably because they were broken up before they had the chance to fix it. That's why it's called a bug, and hasn't been fixed.

Subject: Re: in regard to the points fix
Posted by [Homey](#) on Wed, 02 Jul 2008 02:09:50 GMT
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nikki6ixx wrote on Tue, 01 July 2008 20:51It'd be fairest if there was a way to switch the 'fix' on or off, then everybody wins.
Exactly, then there's no need to have 10 page flame wars about it.

Subject: Re: in regard to the points fix
Posted by [Spooky](#) on Wed, 02 Jul 2008 02:11:59 GMT
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i0ncl0ud9 wrote on Tue, 01 July 2008 20:54If yes is the best response you have to this, then I win

this argument by logic.

I'm afraid you don't. It's already been proven that the error in the points calculation formula is exactly that - an error.

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54It should be assumed by default that if Westwood intended anything then they would have done it themselves.

I doubt westwood knew about any of those things at the time, and if they did, probably just hoped nobody would exploit them.

Oh dear... they hoped that just because there's a place inside the GDI base where the most powerful GDI long-range tank can completely safely hit the Nod base for the entire game, doesn't mean anybody would.

They hoped that just because a GDI player can walk right into the Nod base, doesn't mean anybody would.

As for bluescreening, you can't even pretend to claim Westwood hoped nobody would exploit that, since it isn't even a tactic in itself.

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54Sorry, I didn't give you credit that you would be able to create a backup plan in advance of the community not accepting the pointsfix idea. I don't understand - could you clarify what the "backup plan" is?

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54Thats your opinion Spooky, which for some reason you think trumps everyone else's. hmmm. that's an odd statement. I do always go to the trouble of asking people to justify their opinions. contrary to what you seem to think, that's not actually a bad thing.

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54A balance disaster? It is the thing that balances out the game itself Spooky, not that hard to see. oh, wow. I can't believe you just said that. The game is completely fair with the pointsfix. With the pointsbug, quite a few maps are horribly one-sided. That's not even mentioning the absurdity of defensive gameplay trumping offensive gameplay, the sheer nonsense of killing the WF being a disadvantage on some maps, etc etc etc.

i0ncl0ud9 wrote on Tue, 01 July 2008 20:54Actually, I'm just trying to show that there are multiple reasons why not to put in the points fix, but call it whatever you want. Im sorry Im able to backup my reasoning better than yours. how indescribably ignorant of you. I'm STILL WAITING for these "multiple reasons".

Subject: Re: in regard to the points fix
Posted by [i0ncl0ud9](#) on Wed, 02 Jul 2008 03:43:17 GMT
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I concede my argument. For anyone who is interested...
It really just boils down to preference of the player.

Subject: Re: in regard to the points fix

Posted by [Goztow](#) on Wed, 02 Jul 2008 06:48:57 GMT

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Westwood probably didn't know about it, otherwise they would have fixed it. This all comes down to a coding error in an alorythm, which was discovered by Stealtheye. Maybe he should show the code so people can understand what happened.

Or do you think it's normal that without the point fix, Under is won on points by GDI only using APC's versus anything Nod can throw at them?

I don't understand how people can actually argue against the point fix: havocs getting 10 points for every shot on a tank, wtf?

Every character's points are always related to the damage they do, except for the characters that were fixed by the points fix. Strange stuff, isn't it?

If many people say that they're against it, it's probably because it's new and people like to keep things they know. I haven't heard any real argument against the point fix, really, other than "it sucks". Yes, you need to slightly change some tactics, no it doesn't change the game a lot.

I'm personally not against an option to turn it off server side, though: a server owner should be able to do whatever he wants to do.

Edit: can't read the jelly topic either.

Subject: Re: in regard to the points fix

Posted by [Jamie or NuneGa](#) on Wed, 02 Jul 2008 09:19:52 GMT

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the fact is error or not pointfix is something which imo most ren'rs do not want.

Back walking the ob, c4 glitching are things that are just lame, but point fix is something not that many people have a problem with.

I don't see why point fix can't just stay server side and therefore be able to be turned on or off by the server owner. As far as I can see the point fix is being forced upon us.

TT team is giving us the choice between *cheat name removed*and pointfix. Which is a no brainer.

'Gozy wrote'I'm personally not against an option to turn it off server side, though: a server owner should be able to do whatever he wants to do.

This is what I think should be done.

Subject: Re: in regard to the points fix
Posted by [TruYuri](#) on Wed, 02 Jul 2008 10:25:38 GMT
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NuneGa wrote on Wed, 02 July 2008 17:19the fact is error or not pointfix is something which imo most ren's do not want.

Back walking the ob, c4 glitching are things that are just lame, but point fix is something not that many people have a problem with.

I don't see why point fix can't just stay server side and therefore be able to be turned on or off by the server owner. As far as I can see the point fix is being forced upon us.

TT team is giving us the choice between *cheat name removed*and pointfix. Which is a no brainer.

'Gozy wrote'I'm personally not against an option to turn it off server side, though: a server owner should be able to do whatever he wants to do.

This is what I think should be done.

How about you just let them work on it instead of complaining in your poorly written, poorly executed "Points Fix is BAD!" posts. There have been several other posts on the subject, and I'm sure they're going to do what they think is best for the community as a whole. And if that means a switch for the goddamned point fix, then they'll do it. In the meantime, please shut the hell up.

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Wed, 02 Jul 2008 11:20:43 GMT
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TruYuri, I think these kind of discussions DO matter: this must be a patch by and for the community. So it's not a matter of TT forcing things on people.

Subject: Re: in regard to the points fix
Posted by [TruYuri](#) on Wed, 02 Jul 2008 11:31:30 GMT
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Goztow wrote on Wed, 02 July 2008 06:20TruYuri, I think these kind of discussions DO matter:

this must be a patch by and for the community. So it's not a matter of TT forcing things on people.

I know that they matter, and personally I think they should (and probably will) create a switch for the points fix. I want these discussions, I want a Renegade (and any W3D projects) that is (as much as we can do) bug-free and exploit-less. I just want him and his, as I said, "poorly written, poorly executed" posts to come to a stop.

He STILL hasn't given these "reasons" that he claimed he has and Spooky has asked for.

Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Wed, 02 Jul 2008 11:37:00 GMT

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The announcement, which states WHY it is obviously a coding error. Unless you can prove otherwise lon...

I would recommend reading the long version too, if you decide to not do that, you should perhaps choose a simpler game to play, pinball perhaps?

Crimson wrote on Mon, 27 August 2007 17:47 am presenting this in two versions. The short version for those of you with ADD, and the long version for those of you who want to debate about the subject and/or know all the gory details.

SHORT VERSION

BlackIntel discovered a bug in the points calculation code while doing research for BIATCH. Fixing this bug results in a better-balanced gameplay by (most noticeably) removing the disproportionate point gains you would get from doing negligible damage to heavy-armored units.

This points fix has been running on a few servers, such as Jelly (AOW1), n00bstories, SpookyServ, and BlackIntel for roughly 2 months. The Ladder Team is confident that this fix provides a more balanced and more fun game experience for the majority of players. We also feel that this is a crucial component to balancing the ladder calculations and will therefore be requiring the use of this fix for servers that wish to participate in the ladder.

LONG VERSION (under spoiler)

(if you wish to debate this subject, we INSIST that you become familiar with these facts and figures)

[Click here to read the LONG VERSION](#)

StealthEye of BlackIntel (emphasis added)It definitely is a bug, notice how it behaves differently on health than on armor as well. (You don't get many points for shooting health with those weapons). The bug affects all damage on armor with a warhead multiplier of != 1, because it is the warhead multiplier that is missing.

Actually, it calculates points like this:

$\text{vehicledamagemultiplier} * \text{rawdamage} * \text{warheadmultiplier} / \text{warheadmultiplier}$

It should be:

$\text{vehicledamagemultiplier} * \text{rawdamage} * \text{warheadmultiplier}$

Because the warheadmultiplier is low for ramjets, and rawdamage (see the tables on <http://www.blackintel.org/?page=projects/biatch/weaponinfo>) is high, the effect of the missing multiplier is highest. Repair guns have a warheadmultiplier of 1, so those are not affected. C4 2 -> will do half of the points it should do. All other weapons are <1, therefore all those will give more points than they were supposed to. Because the multipliers are closer to 1 it will be less visible though.

With the bug fixed, you always get half of the points for repairing than for damaging a vehicle, and you always (regardless of the weapon you used) get the same amount for damaging or killing a vehicle (assuming it was not repaired ofcourse).

Without the bugfix, it mostly depends on the weapon you use to damage something with. More than it matters which thing you are damaging or the amount of damage you actually do.

Spoony has made the following observations:

Letting the WF die isn't valid anymore. On some maps - notably Field, but to a lesser extent Walls Flying and Islands, GDI could turn a losing situation into an advantage by purposely letting their Weapons Factory die. It then became an uphill struggle for Nod, to the point where Nod would still lose despite having a better team. The only reason this worked at all was the points ramjets gained against tanks, something which has always been a bug and something nobody has been able to logically justify why it should happen at all.

The points fix means that letting certain buildings die is no longer the clear advantage it used to be, which helps balance these maps. Gaining an advantage by letting buildings die is clearly wrong, and the fact it only worked because of a bug Westwood didn't intend goes to show it's better off fixed.

One person in a vehicle isn't teamhampering. Often, many players would dissuade their teammates from using tanks because they'd feed huge points to enemy ramjets (again, something that shouldn't happen). The points fix wipes this problem clean - one new player buying a mammoth or stank or flame tank is no longer a hindrance to their team, even if they don't achieve much with it.

People have to use ramjets for stuff they're meant to do (light vehicles and infantry) instead of getting massive points doing something they're meant to useless for.

More aggressive play is generally more beneficial. For example, on Field, tanks can attack enemy tanks from relative safety close to their base entrance, as opposed to moving all the way up to attack enemy buildings. Taking this higher risk is now worth relatively higher rewards.

Spoony has noted no detrimental effects whatsoever to clan games or 1v1's.

On the following chart, "Previous points per shot" value is based on shots on the armour with a PIC/Rave/havoc/sakura. "Current points per shot" is based on PIC/RAVE doing 80 real damage on a vehicle. For vehicles with light armour it might deal more damage and thus get more points.

Object name	Damage points	Previous points per shot	Current points per shot
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CnC_GDI_Mammoth_Tank	0.06	12	4.8
CnC_Nod_Harvester	0.04	8	3.2
CnC_GDI_Harvester	0.04	8	3.2
CnC_Nod_Apache	0.15	30	12
CnC_GDI_Orca	0.15	30	12
CnC_Nod_Stealth_Tank	0.11	22	8.8
CnC_GDI_Medium_Tank	0.05	10	4
CnC_Nod_Flame_Tank	0.05	10	4
CnC_Nod_Transport	0.09	18	7.2
CnC_GDI_Transport	0.09	18	7.2
CnC_Nod_Light_Tank	0.05	10	4
CnC_Nod_APC	0.04	8	3.2
CnC_GDI_APC	0.04	8	3.2
CnC_GDI_MRLS	0.06	12	4.8
CnC_Nod_Mobile_Artillery	0.06	12	4.8
CnC_GDI_Humm-vee	0.06	12	4.8
CnC_Nod_Buggy	0.06	12	4.8

The following chart details "Damage points" (point gain per 1 damage dealt), "Death points" (bonus for causing the final death), "Total death points" (points gained for causing damage from start to finish):

Object name	Damage points	Death points	Total death points
CnC_GDI_Mammoth_Tank	0.06	75	147
CnC_Nod_Harvester	0.04	50	98
CnC_GDI_Harvester	0.04	50	98
CnC_Nod_Apache	0.15	45	90
CnC_GDI_Orca	0.15	45	90
CnC_Nod_Stealth_Tank	0.11	45	89
CnC_GDI_Medium_Tank	0.05	40	80
CnC_Nod_Flame_Tank	0.05	40	80
CnC_Nod_Transport	0.09	35	71
CnC_GDI_Transport	0.09	35	71
CnC_Nod_Light_Tank	0.05	30	60
CnC_Nod_APC	0.04	25	49
CnC_GDI_APC	0.04	25	49
CnC_GDI_MRLS	0.06	23	46.5
CnC_Nod_Mobile_Artillery	0.06	23	46.5
CnC_GDI_Humm-vee	0.06	18	35.5
CnC_Nod_Buggy	0.06	15	30

Some people will come back and say that you get "no points" for shooting tanks. These charts prove that is NOT the case.

Spoony has also discovered that if you look at the "Total Death Points" for vehicles and round them to the nearest multiple of 5, then compare them to the cost of the vehicle, you get this:

Quote:syntax: vehicle/total points/cost

Mammoth Tank: 150/1500

Harvester: 100/not applicable

Apache/Orca: 90/900
Stealth Tank: 90/900
Medium Tank: 80/800
Flame Tank: 80/800
Chinook: 70/700
Light Tank: 60/600
APC: 50/500
MRLS: 45/450
Artillery: 45/450
Humvee: 35/350
Buggy: 30/300

Many people are already aware that for infantry, the total points gained for start-to-finish death is 10% of the cost of the unit. (exception: free infantry = 3 points) This also proves that the previous point calculation was definitely a bug.

What happens on a server with the fix installed?

Actual damage is not affected at all. What changes is points.

Points gained by attacking green-health vehicles are calculated the way Westwood intended them to be, the way they currently are against yellow/red health vehicles. Therefore, all weapons gain points which are directly proportional to the amount of damage they're doing.

Examples of how this will fix the game:

Ramjets, 500 snipers, Auto rifles, shotguns and pistols will get practically nothing for attacking vehicles they don't damage (i.e. heavy armoured tanks)

Ramjets, 500 snipers, Auto rifles, shotguns, pistols, APCs, humvees/buggies, and orca/apache machineguns get the right points for attacking light armoured vehicles - in other words, the same points a tank would get for doing the same amount of damage

APCs, humvees/buggies, and orca/apache machineguns get the right points for attacking heavy armoured vehicles - in other words, an apache or an APC gets the same points for killing a harvester that a tank would get for killing a harvester

C4 gets somewhat more points for attacking vehicles than they do now, roughly double.

Tanks get somewhat less points for attacking green-health vehicles than they do now - they get what they're supposed to get, which is what they currently get against yellow/red health vehicles.

In a nutshell, it no longer matters what weapon is used to kill, for example, a harvester - the total points gain is constant whether it is destroyed by infantry C4, a tank, an APC or an Apache.

Other observations seen:

[list type=square]

[*]A team who loses the field early has a much better chance of getting it back, whereas before the team who took the field early almost always held it. Also, in most cases, the points difference is not as vast as it was before, meaning the team that got the field back has a real chance of coming back to win.

[*]Mammoths are actually worth 1500 points and people who are new to the game can buy one without hurting their team as much

[*]Failed Stealth Tank rushes don't give GDI nearly as many points as it used to. The result of this is that you aren't stuck trying these rushes all game because you are so behind on points that base destruction is your only chance to win.

[*]Closer scores overall make for more exciting and fun games rather than 30+ minutes of domination and boredom for the losing team.

New players will find that:

If they save up for a mammoth, stank, or flamer thinking they'll devastate the enemy team single-handedly, or if they fix the Weapons Factory in the belief that keeping it alive will help the team, they don't get barraged with insults by their teammates anymore.

They're no longer fooled by the points bug into thinking that shooting heavy tanks with an automatic rifle is helping their team's situation

Remember, POINTS, NOT DAMAGE, are the only thing affected by this fix!

Subject: Re: in regard to the points fix

Posted by [=HT=T-Bird](#) on Wed, 02 Jul 2008 15:20:30 GMT

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i0ncl0ud9: go play on BI1 or TK2 AOW for a few weeks. Then tell me what your opinion of the pointsfix is.

Also: C4 not getting enough points really hurts the opening of clan games. Now that this is fixed, Engi rushing the harvester on Field and Walls has taken its rightful place as an early-game staple.

Finally, what's so great about buying a Havoc/Sakura on non-Flying maps?

Subject: Re: in regard to the points fix

Posted by [nope.avi](#) on Wed, 02 Jul 2008 15:39:57 GMT

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What about the marathon servers? Have you ever tried joining into a game with no refinery(which is a very common thing). That's unbearable enough, but when pointsfix is on, there'll be no way to get credits in an effective way. Sure the points fix makes sense, but it makes the game so much duller. I'd rather have an extremely fun game over one that makes sense.

This is just an opinion I don't want to get my post dismantled commented on and then flamed, because it won't change my opinion.

Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Wed, 02 Jul 2008 15:47:42 GMT

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Baker wrote on Wed, 02 July 2008 17:39 What about the marathon servers? Have you ever tried joining into a game with no refinery(which is a very common thing). That's unbearable enough, but when pointsfix is on, there'll be no way to get credits in an effective way. Sure the points fix makes sense, but it makes the game so much duller. I'd rather have an extremely fun game over one that makes sense.

This is just an opinion I don't want to get my post dismantled commented on and then flamed, because it won't change my opinion.

Why even bother to post in a discussion when you already state that your opinion is not going to change? That's just stupid.

Though I can see your point, there should be better and more logical ways to fix this. For example just give everyone, always twice the points (and credits) for what he/she does. Or create a base income of (for ex.) 0.5 creds/s, even when ref is dead, that would imply 1 credit every 2 seconds, besides of what you get for doing damage.

Also, you shouldn't loose your refinery, and if you do it would be fair for it to make you loose the game. Else you can say the same thing for the WF and barracks. If those 2 are already destroyed when you get ingame you're also fucked...

Or just 1 of the 2 and you are reasonably fucked.

Subject: Re: in regard to the points fix

Posted by [Spoony](#) on Wed, 02 Jul 2008 15:50:28 GMT

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Baker wrote on Wed, 02 July 2008 17:39 What about the marathon servers? Have you ever tried joining into a game with no refinery(which is a very common thing). That's unbearable enough, but when pointsfix is on, there'll be no way to get credits in an effective way.

I'll simply ask: You join a game halfway through, after your refinery has died, and you think the pointsfix is why you've got cashflow problems?

Subject: Re: in regard to the points fix

Posted by [nope.avi](#) on Wed, 02 Jul 2008 16:35:06 GMT

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In part, yes. With points fix it's much harder to get credits. But without you can get shooters and hit enemy tanks etc.

Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Wed, 02 Jul 2008 16:57:45 GMT

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Baker wrote on Wed, 02 July 2008 18:35 In part, yes. With points fix it's much harder to get credits. But without you can get shooters and hit enemy tanks etc. And in fully logic, you think it's fair that though you don't do any damage, you get more points than an engi with remotes? Something is not right here...

Subject: Re: in regard to the points fix
Posted by [=HT=T-Bird](#) on Wed, 02 Jul 2008 17:31:03 GMT
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If your Ref is dead and you need credits, GET AN ENGI AND RUN AROUND, FIXING YOUR TEAM'S JUNK. Is that easier said than done?

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Wed, 02 Jul 2008 17:42:13 GMT
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In Dutch we have an expression that, translated, would say:

"there's no man more deaf than the one that doesn't want to hear".

Subject: Re: in regard to the points fix
Posted by [Spoony](#) on Wed, 02 Jul 2008 18:35:36 GMT
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Baker wrote on Wed, 02 July 2008 11:35 In part, yes. With points fix it's much harder to get credits. But without you can get shooters and hit enemy tanks etc. It makes no sense whatsoever that you should get credits shooting something you do no damage to, nor was it intended to be in the game, and the fact you also get points for it clearly misbalances the game.

As for the case of not having enough money, there are two points to be made here.

Firstly, joining a game halfway through, when half your base might already be dead, is strategically stupid. If you want to do join at that time, by all means do so. But don't complain if you can't buy a tank because your WF's dead, if you can't buy advanced infantry because your barracks is dead, or if you are strapped for money because your refinery is dead.

Secondly, here are some things you can do if you don't have money:

- Get an engineer and heal your teammates. You do get some credits for this, but more importantly, you are very much helping your team.
- GDI soldier, and to a lesser extent Nod soldier. These are deceptively useful against light vehicles and infantry. Sure you'll die quite a lot, but that's a small price to pay for helping your

team kill them. This won't help much if the entire attacking enemies are heavy vehicles, in which case it's very likely they'll be shelling your base, in which case you can just fix the building for money.

- Try sneaking, even with an engineer. On most maps this is at least plausible, if not easy; on other maps you can grenade buildings.

All of the above have something in common which the idea of shooting heavy tanks with a soldier does not; they all help your team, and they all make sense.

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Wed, 02 Jul 2008 18:37:56 GMT
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As a server owner, with a community with very mixed vies on the fix, and servers where game play is very different, I'd like the option of the points fix.

I do not think this should be forced on anyone.

As I stated in a topic I made earlier, I do not want to install the patch on our marathon server if it involves the points fix being mandatory. Every other thing in the patch is excellent.

I've asked for it to be optional, to which I have had neither a yes or a no. If the answer is no, then why? Surely having run a community for over 4 years I have some idea on what's best for the people that play in our servers?

Subject: Re: in regard to the points fix
Posted by [StealthEye](#) on Thu, 03 Jul 2008 10:10:29 GMT
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I don't mind an option if does not cause any problems.

However I still have not heard any argument against the points fix. The marathon thing comes closest, but you should see that there are more fair ways to fix this than to enforce the players to shoot on heavy armored vehicles with weapons that are clearly not made for that.

The argument that it would not be a bug is ridiculous, it doesn't make sense anywhere, as explained in the full version of the original points fix announcement. It is undenyably a bug.

About the shotgunner -> grenadier thing, that's indeed a minor change of tactics, but as you already said does not really matter uch after you get used to pressing E-3 instead of E-2 . The point fix hardly affects existing tactics.

Many "arguments" I hear about that the points fix would be bad are simply not true, and make me doubt whether the ones posting them even know what they are talking about. This does not apply to all of you, but please try the point fix before trying to argue about it.

Subject: Re: in regard to the points fix
Posted by [sadukar09](#) on Thu, 03 Jul 2008 11:23:17 GMT
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Funny how Ion stopped posting...

Subject: Re: in regard to the points fix
Posted by [kannies](#) on Thu, 03 Jul 2008 13:02:23 GMT
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This whole pointfix things does actually make sense and makes the game fair and I respect TT's efforts to defend it.

The problem is that it should have been fixed years ago, now time has passed, peoples perceptions have changed.

5 years ago people would say " why the fuck do you get so many points for shooting a harvy with a ramjet when it does so little damage? Shouldnt Westwood fix that shit? Its not fair!"

The above scenario never was fixed because Westwood is no more. Because it was never fixed, people got used to it and their perception accepted that it was a normal feature of renegade.

The current state of affairs is that now people are actually defending the flaw. Is it even a flaw? To a person who thinks logically and methodically it is, the current system is no doubt a complete flaw!

But the inconvenient truth is Human nature, people are reluctant to change, dont force it on them.....

IMO the time to apply the points fix passed a long time ago, better to leave things the way they are and enjoy what time renegade has left.....Peace out!

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Thu, 03 Jul 2008 13:16:09 GMT
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So your whole argument is: yes, it's a bug, yes it should have been fixed a long time ago but as it hasn't been, we got used to it so you shouldn't fix it anymore because otherwise people might need to change their well known strategies ever so slightly.

That's a bit like saying: Mugabe is a bad dictator for Zimbabwe, we've known that for a very long time, he shouldn't have had the power all this time but now that we get the possibility to elect someone else, we shouldn't do so because we're used to Mugabe being bad now.

Subject: Re: in regard to the points fix
Posted by [CarrierII](#) on Thu, 03 Jul 2008 16:22:12 GMT
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I don't struggle with income on lost-refinery-marathon games, and I play marathon (Jelly-RA) only, and I use the tactics Spoony detailed in his post.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Sat, 05 Jul 2008 05:09:55 GMT
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Goztow wrote on Thu, 03 July 2008 08:16 So your whole argument is: yes, it's a bug, yes it should have been fixed a long time ago but as it hasn't been, we got used to it so you shouldn't fix it anymore because otherwise people might need to change their well known strategies ever so slightly.

That's a bit like saying: Mugabe is a bad dictator for Zimbabwe, we've known that for a very long time, he shouldn't have had the power all this time but now that we get the possibility to elect someone else, we shouldn't do so because we're used to Mugabe being bad now. you're comparing the points system in renegade to a dictator in africa?

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Sat, 05 Jul 2008 08:08:18 GMT
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Yes sir!

Subject: Re: in regard to the points fix
Posted by [Craziac](#) on Sat, 05 Jul 2008 16:37:34 GMT
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Odd comparison or not, it's a fair one.

Subject: Re: in regard to the points fix
Posted by [cmatt42](#) on Sat, 05 Jul 2008 20:03:55 GMT
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Actually, that would only work if they people didn't know he was "bad" per se and accepted it as norm.

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Sat, 05 Jul 2008 20:26:57 GMT
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cmatt42 wrote on Sat, 05 July 2008 22:03 Actually, that would only work if they people didn't know he was "bad" per se and accepted it as norm.
How do you think the people in Zimbabwe live?

Subject: Re: in regard to the points fix
Posted by [Rocko](#) on Sat, 05 Jul 2008 21:03:17 GMT
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Are you guys going to refund my money for renegade when you force online to suck?

Subject: Re: in regard to the points fix
Posted by [cmatt42](#) on Sat, 05 Jul 2008 23:17:09 GMT
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Goztow wrote on Sat, 05 July 2008 15:26
How do you think the people in Zimbabwe live?
I don't see where you're going with this, but we're going off topic now.
Rocko wrote on Sat, 05 July 2008 16:03 Are you guys going to refund my money for renegade when you force online to suck?
Yes, how dare they make the game better with boatloads of fixes and improvements.

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Sun, 06 Jul 2008 10:15:14 GMT
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Rocko wrote on Sat, 05 July 2008 23:03 Are you guys going to refund my money for renegade when you force online to suck?
Why don't you refund the time I spend using and moderating your stupid messages?

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Sun, 06 Jul 2008 13:56:45 GMT
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Rocko wrote on Sat, 05 July 2008 23:03 Are you guys going to refund my money for renegade when you force online to suck?
Are you going to pay for the patch?

Are you donating any member of the staff currently?

Have you donated for the great piece of work called Renguard?

have you donated for something called Corepatch 1/2?

Have you donated for something called scripts.dll?

Have you donated BlackIntel for BIATCH?

Are you donating the serverowner of the server where you currently play the most?

I bet that you don't do any of these things, so I also bet that none has ANY reason to refund ANYTHING to you. Besides that, as you should've read, Renegade got a notice ingame, which says that gameplay may change with online play. So you got really NO reason at all to ask for a refund.

Actually we should ask for money, jsut because of lame fucktards like you who don't even show a tiny bit of appreciation.

Subject: Re: in regard to the points fix
Posted by [Rocko](#) on Sun, 06 Jul 2008 21:11:31 GMT
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Rocko wrote on Sat, 05 July 2008 16:03Are you guys going to refund my money for renegade when you force online to suck?

Subject: Re: in regard to the points fix
Posted by [Ghostshaw](#) on Sun, 06 Jul 2008 21:24:14 GMT
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Have you actually played on a server with the pointsfix on?

Subject: Re: in regard to the points fix
Posted by [StealthEye](#) on Sun, 06 Jul 2008 22:08:52 GMT
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Rocko wrote on Sun, 06 July 2008 23:11Rocko wrote on Sat, 05 July 2008 16:03Are you guys going to refund my money for renegade when you force online to suck?

No.

<Rocko> Thanks for answering

You're welcome.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Sun, 06 Jul 2008 22:18:44 GMT
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you're doing a lot of hard work for a lot of people who are fine with renegade the way it was released and have played it consistently that way for 6 years
that's what Rocko is saying

Subject: Re: in regard to the points fix
Posted by [TruYuri](#) on Sun, 06 Jul 2008 23:07:29 GMT
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liquidv2 wrote on Sun, 06 July 2008 17:18you're doing a lot of hard work for a lot of people who are fine with renegade the way it was released and have played it consistently that way for 6 years
that's what Rocko is saying

They have put plenty of stress on how this tiny pointsfix will make NEGLIGIBLE changes to your actual gameplay.

Subject: Re: in regard to the points fix
Posted by [Rocko](#) on Mon, 07 Jul 2008 01:43:45 GMT
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so wat, if its "negligible" then why bother putting it in? lol obviously there's something there that is going to be changed a great deal. and living without points fix is not as bad as living under a zimbabwe dictator. that's a really silly thing to say.

it's not worth it.

Subject: Re: in regard to the points fix
Posted by [jonwil](#) on Mon, 07 Jul 2008 02:26:32 GMT
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This is clearly a bug in renegade and should be fixed like any other bug in renegade. Westwood should have fixed it but they did not do so If westwood were still around and making patches for renegade, I am sure they would fix this bug in exactly the same way we did.

As a programmer, I refuse to deliberately leave a bug unfixed just because some players are used

to how the gameplay works with the old broken code. Westwood never intended for you to get so many points for shooting a harvester with a sniper rifle or other small arms.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Mon, 07 Jul 2008 03:49:35 GMT
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no one is saying you can't fix it
instead some people are saying they'd rather not play with it fixed

i watched a server i've played on for years nearly empty out since the pointmod was added
if the pointmod was removed i guarantee more people would play there

not everyone wants renegade changed now, six years later after they've learned and embraced it
the way it was
is it really fair to force it on everyone now? at least make it a serverside option

Subject: Re: in regard to the points fix
Posted by [Wiener](#) on Mon, 07 Jul 2008 06:51:06 GMT
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Our server has more players now compared with the days before we had the pointfix. But I am very sure that the pointfix has anything to do with it. Maybe you should check for other reasons why the server you're referring to has gone empty.

However, ppl who leave a server due to the pointfix missed the idea of winning on renegade IMO. I can't really believe that westwood intended to win games on points in the first place. For me it looks more obvious that the prime goal is to win on base destruction. In that POV it seems totally unlogical to shoot a harv with a shotgunner or tanks with a sniper instead of killing the vehicles. It would also explain why the map under which is used for multiplayer training was the map that suffered most from the points bug. Without the fix it was a pure sniper/apc point whore map. Nowadays I do have some great games on this map with a quite a variety of tactics and opportunities.

Subject: Re: in regard to the points fix
Posted by [StealthEye](#) on Mon, 07 Jul 2008 09:32:37 GMT
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Rocko wrote on Mon, 07 July 2008 03:43 so wat, if its "negligible" then why bother putting it in? lol obviously there's something there that is going to be changed a great deal. and living without points fix is not as bad as living under a zimbabwe dictator. that's a really silly thing to say.

it's not worth it.

For the 999th time, it's a negligible effect if you play the game normally. It mostly effects people abusing the bug to get more points.

Subject: Re: in regard to the points fix

Posted by [Jamie or NuneGa](#) on Mon, 07 Jul 2008 15:46:14 GMT

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One reason why I would like point fix to remain server side is when

I hear

'Harvester under attack'

In small games I can look at the enemy teams points and can usually tell what is hitting the harvester, for example if points are going up in 1's really really fast, then it is probably an apache / orca.

Different point intervals will indicate different vehicles.

I know that it is ridiculous to get 500 points for killing a stank with a orca but I don't really care(once I got 2000 points because some guy kept teching his buds stank).

Subject: Re: in regard to the points fix

Posted by [Goztow](#) on Mon, 07 Jul 2008 15:57:03 GMT

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Quote:Different point intervals will indicate different vehicles. That's not different with points fix.

Subject: Re: in regard to the points fix

Posted by [Spoony](#) on Mon, 07 Jul 2008 17:06:06 GMT

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you can get a rough idea of what's hitting it by what points are going up... quicker they're going up, more points will be awarded, they're now directly proportionate.

Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Mon, 07 Jul 2008 19:55:21 GMT

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NuneGa wrote on Mon, 07 July 2008 17:46One reason why I would like point fix to remain server side is when

I hear

'Harvester under attack'

In small games I can look at the enemy teams points and can usually tell what is hitting the harvester, for example if points are going up in 1's really really fast, then it is probably an apache / orca.

Different point intervals will indicate different vehicles.

I know that it is ridiculous to get 500 points for killing a stank with a orca but I don't really care(once I got 2000 points because some guy kept teching his buds stank).

So basicaly you're saying that it is perfectly normal and fair to get 2000 points of a stank, just because you're firing on it with a orca. If you where firing on it with a med, then you would've gotten WAY less points, is that fair?

About as fair as going ingame with 2 accounts and have one donating the other, so you get twice the starting credits, right Nunega?

Subject: Re: in regard to the points fix

Posted by [GrimmNL](#) on Mon, 07 Jul 2008 20:55:24 GMT

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can we just please have a yes or no if installing the point fix will be optional?

Subject: Re: in regard to the points fix

Posted by [jnz](#) on Mon, 07 Jul 2008 21:15:11 GMT

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GrimmNL wrote on Mon, 07 July 2008 21:55can we just please have a yes or no if installing the point fix will be optional?

If you meet a good programmer that is willing to do some hacking for you then sure.

Subject: Re: in regard to the points fix

Posted by [Rocko](#) on Mon, 07 Jul 2008 21:34:44 GMT

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a simple yes or no would suffice on whether it will be optional to install points fix

Subject: Re: in regard to the points fix

Posted by [Ghostshaw](#) on Mon, 07 Jul 2008 21:47:09 GMT

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Depends on the beta testing. If we notice during beta testing that it seriously effects gameplay on say marathon servers then we might make iot configurable (depending on wether or not there might be other (better) solutions).

Subject: Re: in regard to the points fix
Posted by [Homey](#) on Mon, 07 Jul 2008 22:02:00 GMT
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Ghostshaw wrote on Mon, 07 July 2008 17:47 Depends on the beta testing. If we notice during beta testing that it seriously effects gameplay on say marathon servers then we might make it configurable (depending on wether or not there might be other (better) solutions).
Like 1 point = 2 creds?

Subject: Re: in regard to the points fix
Posted by [Creed3020](#) on Mon, 07 Jul 2008 22:46:43 GMT
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Baker wrote on Wed, 02 July 2008 11:39 I'd rather have an extremely fun game over one that makes sense.

I agree with that statement

Subject: Re: in regard to the points fix
Posted by [Carrierll](#) on Mon, 07 Jul 2008 22:54:04 GMT
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On AOW servers the pointsfix makes a fun game. No more "letting the WF die and whoring w/ ramjets to win even though Nod got the field" games. FAIR.

No more people whoring your tank w/ a ramjet so as a med, I give away more points than I would otherwise. FAIR.

Failing to see where the unfairness or lack of fun is here.

(And, points don't matter on marathon)

Subject: Re: in regard to the points fix
Posted by [Herr Surth](#) on Mon, 07 Jul 2008 23:02:46 GMT
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Creed3020 wrote on Mon, 07 July 2008 17:46 Baker wrote on Wed, 02 July 2008 11:39 I'd rather have an extremely fun game over one that makes sense.

I agree with that statement

Its more fun if its balanced. If you dont realise that, all hope is lost.

Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Tue, 08 Jul 2008 08:20:30 GMT

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Homey wrote on Tue, 08 July 2008 00:02Ghostshaw wrote on Mon, 07 July 2008 17:47Depends on the beta testing. If we notice during beta testing that it seriously effects gameplay on say marathon servers then we might make iot configurable (depending on wether or not there might be other (better) solutions).

Like 1 point = 2 creds?

Perhaps something like that, or a completely alternative way to recieve credits. But this will be discussed with the owners of marathon servers, so we know that will not pose a real problem.

Subject: Re: in regard to the points fix

Posted by [bmruze](#) on Tue, 08 Jul 2008 09:34:36 GMT

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Goztow wrote on Wed, 02 July 2008 01:48Westwood probably didn't know about it, otherwise they would have fixed it. This all comes down to a coding error in an alorythm, which was discovered by Stealtheye. Maybe he should show the code so people can understand what happened.

Any chance that Seye would paste the code and show how easily the coding error might have been to make?

Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Tue, 08 Jul 2008 10:00:38 GMT

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Not exactly the code, but it at least gives you an idea...

StealthEye of BlackIntel (emphasis added)It definitely is a bug, notice how it behaves differently on health than on armor as well. (You don't get many points for shooting health with those weapons). The bug affects all damage on armor with a warhead multiplier of != 1, because it is the warhead multiplier that is missing.

Actually, it calculates points like this:

$\text{vehicledamagemultiplier} * \text{rawdamage} * \text{warheadmultiplier} / \text{warheadmultiplier}$

It should be:

$\text{vehicledamagemultiplier} * \text{rawdamage} * \text{warheadmultiplier}$

Because the warheadmultiplier is low for ramjets, and rawdamage (see the tables on <http://www.blackintel.org/?page=projects/biatch/weaponinfo>) is high, the effect of the missing multiplier is highest. Repair guns have a warheadmultiplier of 1, so those are not affected. C4 2 -> will do half of the points it should do. All other weapons are <1, therefore all those will give more points than they were supposed to. Because the multipliers are closer to 1 it will be less visible

though.

With the bug fixed, you always get half of the points for repairing than for damaging a vehicle, and you always (regardless of the weapon you used) get the same amount for damaging or killing a vehicle (assuming it was not repaired ofcourse).

Without the bugfix, it mostly depends on the weapon you use to damage something with. More than it matters which thing you are damaging or the amount of damage you actually do.

Subject: Re: in regard to the points fix
Posted by [a000clown](#) on Tue, 08 Jul 2008 12:04:18 GMT
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Surth wrote on Mon, 07 July 2008 19:02 Creed3020 wrote on Mon, 07 July 2008 17:46 Baker wrote on Wed, 02 July 2008 11:39 I'd rather have an extremely fun game over one that makes sense.

I agree with that statement

Its more fun if its balanced. If you dont realise that, all hope is lost.
qft

Subject: Re: in regard to the points fix
Posted by [GEORGE ZIMMER](#) on Tue, 08 Jul 2008 14:19:00 GMT
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How very tempted I am to **[SIZE=50][COLOR=deeppink]** this thread. However, I will refrain from doing so.

Instead, let me just ask:

Why is it so hard to agree to allow it to be an option? That means servers who want it, will have it. Servers who don't, won't have it. If you have a favorite server, but it has the option against what you want, then either suck it up, or play another server. Or, if you REALLY want it changed, talk to the server owners via a nicely written essay as to why you want what you want. Be sure to have supporters to back you up that play on the server regularly.

Otherwise, you're just being a douche trying to mess up a potentially good change for a server, and should go find another server.

Subject: Re: in regard to the points fix
Posted by [Herr Surth](#) on Tue, 08 Jul 2008 14:29:21 GMT
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HARHARHAR

Subject: Re: in regard to the points fix
Posted by [Chuck Norris](#) on Tue, 08 Jul 2008 15:43:04 GMT
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StealthEye of BlackIntel (emphasis added)Actually, it calculates points like this:
vehicledamagemultiplier * rawdamage * warheadmultiplier / warheadmultiplier

It should be:

vehicledamagemultiplier * rawdamage * warheadmultiplier

Not that I know anything about coding (and I am FOR the pointsfix, for the record), but I have to ask this. If you're a coder, isn't a mistake like that a little hard to make? How do you accidentally do $A*B*C/C$ if your intention was $A*B*C$? Too bad nobody who was involved with Renegade from Westwood could give any input on this. At the least, it'd stop all the arguing about it.

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Tue, 08 Jul 2008 17:56:48 GMT
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Copy-paste of an incomplete line. It's very easy to make these kind of mistakes, and they probably didn't notice it because the damage was correct.

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Tue, 08 Jul 2008 20:30:21 GMT
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Chuck Norris wrote on Tue, 08 July 2008 17:43StealthEye of BlackIntel (emphasis added)Actually, it calculates points like this:

vehicledamagemultiplier * rawdamage * warheadmultiplier / warheadmultiplier

It should be:

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Don't forget that when you code something like this, that it looks a *little* more complicated eh So that should be one of the reasons why you can miss such thing.

Subject: Re: in regard to the points fix
Posted by [Rocko](#) on Tue, 08 Jul 2008 21:22:47 GMT
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you would know because you can read westwoods mind right

Subject: Re: in regard to the points fix
Posted by [saberhawk](#) on Tue, 08 Jul 2008 21:23:37 GMT
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Rocko wrote on Tue, 08 July 2008 16:22you would know because you can read westwoods mind right

We so totally can.

Subject: Re: in regard to the points fix
Posted by [Chuck Norris](#) on Wed, 09 Jul 2008 08:19:43 GMT
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Not that I won't take your guys' word for it, but it does seem to me like it'd be hard to make a mistake like that still.

Goztow, copy and paste makes no sene. That'd make sense for omitting something, but here something was added. The latter seems far less likely to accidentally happen.

Also, surely they would notice when testing that a Ramjet gets those huge points from shooting a tank? I mean, even IF it was intended, I might be forced to say I'm against it (everything about the pointsfix is both LOGICAL and FAIR), but knowing Westwood's intentions would let me decide if it should be madatory. If it was intended, don't make it mandatory. If it was not intended, and this was indeed a mistake, then it should be fixed and made mandatory, and since this is what you guys think, I totally agree with your reluctance to make this an option. There shouldn't be two versions out there anyway.

Anyway, I'm not trying to argue your finds, and I DO believe them, but I just had to get my question answered. It seemed to be like it'd be hard to make a mistake like that if it was done by professionals who likely checked it over, let alone tested it, but we know they were rushed to put the game out afterall (it wasn't even finished), and you guys are coders, so I'll take your word for it. As of now, given what I know, I think the fix should be mandatory.

Subject: Re: in regard to the points fix
Posted by [saberhawk](#) on Wed, 09 Jul 2008 08:50:21 GMT
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Chuck Norris wrote on Wed, 09 July 2008 03:19Not that I won't take your guys' word for it, but it does seem to me like it'd be hard to make a mistake like that still.

Goztow, copy and paste makes no sene. That'd make sense for omitting something, but here something was added. The latter seems far less likely to accidentally happen.

Also, surely they would notice when testing that a Ramjet gets those huge points from shooting a tank? I mean, even IF it was intended, I might be forced to say I'm against it (everything about the pointsfix is both LOGICAL and FAIR), but knowing Westwood's intentions would let me decide if it

should be madatory. If it was intended, don't make it mandatory. If it was not intended, and this was indeed a mistake, then it should be fixed and made mandatory, and since this is what you guys think, I totally agree with your reluctance to make this an option. There shouldn't be two versions out there anyway.

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It's copy/paste/adapt. It's very possible that the damage code was directly copied from an RTS game of Westwood's by an intern where it may have included an additional modifying value that was just removed. WW code quality seems generally lax

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Wed, 09 Jul 2008 09:13:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Tue, 08 July 2008 23:23Rocko wrote on Tue, 08 July 2008 16:22you would know because you can read westwoods mind right

We so totally can.

Well, technically you could call the renegade engine "Westwoods mind". This because they wrote it with a certain motive.

@ Chuck Norris:

the multiplying and then dividing shows in my view more that it was a mistake. Otherwise you wouldn't multiply and not divide. This would be more effective, and faster to code. So, it certainly is a mistake, and the most logical error is that the divide was placed there unintentionally. Otherwise the same could've been done with less CPU work.

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Thu, 10 Jul 2008 11:11:50 GMT
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You will not get any closer to Westwood's mind than this, I suppose.

Subject: Re: in regard to the points fix
Posted by [Chuck Norris](#) on Fri, 11 Jul 2008 01:31:21 GMT
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Well, that does it. It clearly seems like nothing but a bug, and it's fair and logical with the pointsfix.

That's just about as close to official confirmation as you'll get. I say it be made mandatory, but I think you guys already have that decided so anyway.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Fri, 11 Jul 2008 01:37:46 GMT
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ok

Subject: Re: in regard to the points fix
Posted by [Rocko](#) on Fri, 11 Jul 2008 02:18:53 GMT
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watever nazis trying to force stuff on people

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Fri, 11 Jul 2008 15:03:15 GMT
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Rocko wrote on Fri, 11 July 2008 04:18whatever nazis trying to force stuff on people
the reason we're forcing it is because some people are just being gay and don't even want to consider why it's bad. A good HONEST discussion in which everyone can admit that they are wrong that is what we need to not force it...

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Sun, 13 Jul 2008 03:05:49 GMT
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so you're forcing it on everyone to prove that you're right about it seeming to be and acting like a bug

despite the fact that people don't have a problem with it and have played with it for over 6 years

you're trying to help but this might damage renegade more than help it and quicken its death overall

but ok

Subject: Re: in regard to the points fix
Posted by [cmatt42](#) on Sun, 13 Jul 2008 04:41:16 GMT
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liquidv2 wrote on Sat, 12 July 2008 22:05so you're forcing it on everyone to prove that you're right about it seeming to be and acting like a bug despite the fact that people don't have a problem with it and have played with it for over 6 years

you're trying to help but this might damage renegade more than help it and quicken its death overall

but ok
tl;dr

Seriously, you're not reading at all and your above post was too convoluted for any sort of comprehension.

Subject: Re: in regard to the points fix
Posted by [Rocko](#) on Sun, 13 Jul 2008 05:09:33 GMT
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cmatt42 wrote on Sat, 12 July 2008 23:41liquidv2 wrote on Sat, 12 July 2008 22:05so you're forcing it on everyone to prove that you're right about it seeming to be and acting like a bug despite the fact that people don't have a problem with it and have played with it for over 6 years

you're trying to help but this might damage renegade more than help it and quicken its death overall

but ok
tl;dr

Seriously, you're not reading at all and your above post was too convoluted for any sort of comprehension.
what do you mean you can't understand what he said? are you retarded

Subject: Re: in regard to the points fix
Posted by [GEORGE ZIMMER](#) on Sun, 13 Jul 2008 09:01:39 GMT
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Seriously, I understand both parties. It's true that it's just found its way into the silent Renegade tradition that if removed, would make gameplay noticeably different. On the other hand, it IS a bug, and should be removed to change gameplay for the better. So basically there's three sides here. The people who don't want the points fix at all, the people who want the points fix to be the only option, and people who want it to be an optional feature that only server hosts can control.

I'm the third one.

Subject: Re: in regard to the points fix
Posted by [Ghostshaw](#) on Sun, 13 Jul 2008 09:05:56 GMT
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During beta testing points fix will be mandatory. What happens after will be decided after (or maybe during) beta testing...

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 13 Jul 2008 09:24:51 GMT
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I still fail to see why it has to be mandatory, if a server owner wants to keep the game how it is, let them do so. If that then raises the question of servers being calculated different as regards to the main ladder, then add a stipulation that non-points fix servers will not count towards the ladder.

We will run the points fix on certain server/servers, however not on others. I support the "fix" in the right environment, and will continue to do so as I've done since the day it went beta. However if this is merely pushed down our throats, and we're told we have no choice, and to like it or lump it, I'm going to be far less supportive.

Subject: Re: in regard to the points fix
Posted by [jonwil](#) on Sun, 13 Jul 2008 09:36:02 GMT
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What I say to any server owner (or player) who complains about the pointsfix (on a marathon server or otherwise) is to not complain unless you have actually PLAYED a game with the pointsfix and seen for themselves what the fix actually does (and e.g. what strategies are available to use when in a mid-game marathon server with no refinery left)

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 13 Jul 2008 09:56:10 GMT
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jonwil wrote on Sun, 13 July 2008 05:36
What I say to any server owner (or player) who complains about the pointsfix (on a marathon server or otherwise) is to not complain unless you have actually PLAYED a game with the pointsfix and seen for themselves what the fix actually does (and e.g. what strategies are available to use when in a mid-game marathon server with no refinery left)

I have played on one thanks, since the day BI made made it available. We've run it as long as anyone. And I understand how to play the game just fine.

I'd still like the choice (key word here) of whether I want to install it on a particular server. I don't want a group of people dictating that it will be installed, regardless of what myself, and the server regulars want.

After all, logical doesn't always make things more fun, making things fair doesn't always make things fun. The purists of the game will argue until they drop dead that it makes the game more fun, and for them it may well do that, and they'll argue reputably with anyone who has their own opinion, on what makes the game fun for them. Basically, all the logic and fairness in the world could be implemented in this fix, that isn't the issue though for me, what players find fun, is what matters to me as a server owner.

Like I said, I am all for the fix, I prefer it, on the right server. I just want the option when I install, that's all. If the fix is so unbelievably good you should have some faith in it, and players will make their way to a points fix server, or they will stay away, and that will tell you whether the fix is wanted or not.

Just give server owners the choice, that's all I want, that's all I'm asking. Then the players too have a choice, and the number of players that join a points fix / non-points fix server will give you your answer as to whether it makes the game more fun or not.

If after reading this all I get back is, "bring us an argument as to why the fix is bad" type comment, then you clearly haven't read what I'm saying. I'm not debating the merits of the fix. I'm asking for an option, and the players who still log on everyday will make the decision as regards what makes the game fun(not fair or logical) for them, and not sitting here with a quote tree arguing between 15 people. Let the 600 players decide who log on to Renegade everyday decide what makes the game fun for them, and the only way to do that is give the server owners the option of whether to install the fix.

If you have so much faith in the fix, and think it will make the game so much better, then I see no reason why you wouldn't give us the option.

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Sun, 13 Jul 2008 10:28:41 GMT
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In regards to marathon servers and the point fix, please continue in the Serverowners subforum.

Subject: Re: in regard to the points fix
Posted by [StealthEye](#) on Sun, 13 Jul 2008 12:34:36 GMT
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Jellybe4n wrote on Sun, 13 July 2008 11:56 If you have so much faith in the fix, and think it will make the game so much better, then I see no reason why you wouldn't give us the option. That is because from a developer's POV, it is a very bad practice to leave bugs unfixed. It leads to sloppy code and bad programming.

Like I said before, the marathon thing is the only real reason I have heard for not using the points fix. I do think however that there is probably a more fair and just as fun solution to that problem without having the points fix.

Subject: Re: in regard to the points fix
Posted by [Homey](#) on Sun, 13 Jul 2008 14:13:26 GMT
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Preference is a real reason.

Subject: Re: in regard to the points fix
Posted by [cmatt42](#) on Sun, 13 Jul 2008 16:09:51 GMT
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Jellybe4n wrote on Sun, 13 July 2008 04:24I still fail to see why it has to be mandatory, if a server owner wants to keep the game how it is, let them do so. If that then raises the question of servers being calculated different as regards to the main ladder, then add a stipulation that non-points fix servers will not count towards the ladder.

This is perfectly reasonable.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Sun, 13 Jul 2008 16:43:25 GMT
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Subject: Re: in regard to the points fix
Posted by [TORN](#) on Sun, 13 Jul 2008 17:25:44 GMT
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liquidv2 wrote on Sun, 13 July 2008 12:43

Subject: Re: in regard to the points fix
Posted by [Spoony](#) on Sun, 13 Jul 2008 17:34:56 GMT
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Jellybe4n wrote on Sun, 13 July 2008 04:24If that then raises the question of servers being

calculated different as regards to the main ladder, then add a stipulation that non-points fix servers will not count towards the ladder.
that's a given.

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 13 Jul 2008 17:39:12 GMT
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Then I see no reason what so ever to not make it an option on installing the patch. If a server accepts that their results do not effect the WOL ladder, then that server should be allowed to do so. They are not effecting anyone elses play, they are not gaining an advantage over players on other servers, as they will not be competing with them, simple as that.

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Sun, 13 Jul 2008 18:09:26 GMT
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Considering the current point fix is server side, I suppose the new one would also be?

Subject: Re: in regard to the points fix
Posted by [Herr Surth](#) on Sun, 13 Jul 2008 18:17:16 GMT
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just make a pointsunfix mod for those who dont like it O.o

Subject: Re: in regard to the points fix
Posted by [Spoony](#) on Sun, 13 Jul 2008 19:26:27 GMT
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^ that would seem the best idea imho.

make the pointsfix an automatic update, becoming the "official" renegade (as it clearly should) - but if people really want it, also release an unofficial "pointsbug" you can download, which also makes the server unladdered (if that's possible)

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 13 Jul 2008 19:31:41 GMT
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Do it whichever way floats your boat, call it whatever you want to amongst your little team. Just

give server owners an option, and not back them into a corner where they have to install something they really don't want in order to benefit the rest of the patch. Which is effectively what will happen on some servers.

Subject: Re: in regard to the points fix
Posted by [bly](#) on Wed, 16 Jul 2008 02:24:43 GMT
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this argument was over when whoever it was said 'actually play a game' to jelly LOL

Subject: Re: in regard to the points fix
Posted by [StealthEye](#) on Wed, 16 Jul 2008 11:37:17 GMT
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It will most probably be done the way Surth&Spoony suggested.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Thu, 17 Jul 2008 00:53:15 GMT
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it seems unfair to make it harder for people to play renegade the way it was released

you're already taking away ladder for those servers, so what's the problem if it uses the classic points system if it doesn't matter in the rank? just let it be a serverside option that can be toggled on or off (:

Subject: Re: in regard to the points fix
Posted by [cmatt42](#) on Thu, 17 Jul 2008 01:43:27 GMT
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liquidv2 wrote on Wed, 16 July 2008 19:53
you're already taking away ladder for those servers, so what's the problem if it uses the classic points system if it doesn't matter in the rank? just let it be a serverside option that can be toggled on or off (:
You're just beating the dead horse now.

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Thu, 17 Jul 2008 08:21:22 GMT
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They say it, so it must be right. The people who own servers, and the players that log-on to play in them must have no say in what goes on it seems.

If we dare to disagree, we are talked down to because our opinion differs to there's.

The reasoning and logic behind the fix is all well and good, and we can have all the scenarios and stats in the world thrown at us, but at the end of the day, it doesn't make the game more fun, that is what matters, for most people it seems.

The fix is controversial to say the least, and to have a group of 5 or 6 people tell us we have to have it is a disgrace, and shows a complete lack of respect. As a server owner for over 4 years, I put enough time and money into this game for my thoughts on what I want my server to mean something. This goes for many other server owners who also disagree with the fix, and players also.

The system we have has been in place 6 years and people are used to it, flawed or not. If they don't want to see it changed, and that seems to be the over whelming opinion, then that needs to be listened to.

Logic doesn't always = fun.

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Thu, 17 Jul 2008 11:20:42 GMT
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Jellybe4n wrote on Thu, 17 July 2008 10:21 They say it, so it must be right. The people who own servers, and the players that log-on to play in them must have no say in what goes on it seems. The very fact this forum is here, proves that that isn't true.

Jellybe4n wrote on Thu, 17 July 2008 10:21 If we dare to disagree, we are talked down to because our opinion differs to there's.

You put forward arguments (most people don't, but you do) and they reply with their arguments. I don't see how that's talking down someone. I do agree that the same things have been said 5 times (maybe even by different people) but that's true for both sides, the reason being that it seems that most arguments are either not understood, misunderstood or ignored.

Jellybe4n wrote on Thu, 17 July 2008 10:21 The reasoning and logic behind the fix is all well and good, and we can have all the scenarios and stats in the world thrown at us, but at the end of the day, it doesn't make the game more fun, that is what matters, for most people it seems. That's your opinion, mine is different but I respect your opinion.

Jellybe4n wrote on Thu, 17 July 2008 10:21 The fix is controversial to say the least, and to have a group of 5 or 6 people tell us we have to have it is a disgrace, and shows a complete lack of respect. As a server owner for over 4 years, I put enough time and money into this game for my thoughts on what I want my server to mean something. This goes for many other server owners who also disagree with the fix, and players also.

Actually, I only heard a group of 3-5 people disagree and put forward some arguments as to why they disagree. You assume that the silent mass agrees with you, but so do I. I'll make a nuance: I actually expect that the silent mass will agree with me when they'll have tried it, as I don't really know what this silent mass thinks at the moment.

Jellybe4n wrote on Thu, 17 July 2008 10:21The system we have has been in place 6 years and people are used to it, flawed or not. If they don't want to see it changed, and that seems to be the over whelming opinion, then that needs to be listened to.
See previous.

Jellybe4n wrote on Thu, 17 July 2008 10:21Logic doesn't always = fun.
I think we're both in favour of leaving the choice to the server owners. The reason I reply here is that it has been stated pretty clearly now that the decision will be made after beta testing and that there's a high chance there will be a "no points fix patch" which will be the exact opposite of what exists today and which should solve this problem.

So I think it's time to let this topic die until beta testing.

Subject: Re: in regard to the points fix
Posted by [Rocko](#) on Thu, 17 Jul 2008 20:53:18 GMT
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the silent mass is a bunch of noobs that wouldnt even know how to download the tt patch

Subject: Re: in regard to the points fix
Posted by [=HT=T-Bird](#) on Thu, 17 Jul 2008 21:17:46 GMT
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Rocko wrote on Thu, 17 July 2008 15:53the silent mass is a bunch of noobs that wouldnt even know how to download the tt patch
If all goes well, they WILL get TT because it will be an autoupdate to their game (i.e. 1.038).

Subject: Re: in regard to the points fix
Posted by [Starbuzz](#) on Fri, 18 Jul 2008 00:38:51 GMT
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Forget the ladders...servers without the pointsfix will always be available for those that need them. But they too should receive the benefits of latest TT updates while having an option.

Subject: Re: in regard to the points fix
Posted by [havoc9826](#) on Fri, 18 Jul 2008 01:35:36 GMT
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=HT=T-Bird wrote on Thu, 17 July 2008 14:17Rocko wrote on Thu, 17 July 2008 15:53the silent mass is a bunch of noobs that wouldnt even know how to download the tt patch
If all goes well, they WILL get TT because it will be an autoupdate to their game (i.e. 1.038).
Except last time I checked, the Renegade autoupdater is broken (at least the one I got with my original Renegade is; I have no idea if TFD's works properly). The Westwood FTP is still up, so the files exist, but if it's going to download 99% and then screw up, people are going to be pissed and unable to upgrade.

Subject: Re: in regard to the points fix
Posted by [TruYuri](#) on Fri, 18 Jul 2008 23:43:14 GMT
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havoc9826 wrote on Thu, 17 July 2008 21:35=HT=T-Bird wrote on Thu, 17 July 2008 14:17Rocko wrote on Thu, 17 July 2008 15:53the silent mass is a bunch of noobs that wouldnt even know how to download the tt patch
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I've actually gotten it to work at 99%, all I have to do is Alt+Tab out of the game and then hit "Cancel" on it, and then it proceeds as normal, not joking in the slightest.

Besides, there is always the manual update.

Subject: Re: in regard to the points fix
Posted by [a000clown](#) on Sat, 19 Jul 2008 00:17:00 GMT
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Server owners will probably reverse the changes themselves if they don't like it anyways, so I don't see the big deal.

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Sat, 19 Jul 2008 09:58:30 GMT
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I do see the big deal.
Some parts of the netcode will be changed, meaning that none could play on your reversed server.

Subject: Re: in regard to the points fix

Posted by [StealthEye](#) on Sat, 19 Jul 2008 12:05:29 GMT

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EWD, you can remove changes from the new patch just as much as we're adding&ermoving changes from 1.037 now. You don't need to revert to a non TT version to make any changes.

Subject: Re: in regard to the points fix

Posted by [Crimson](#) on Sat, 19 Jul 2008 12:55:15 GMT

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I wholeheartedly agree with the points fix. I find the game MUCH more enjoyable now (when I actually get a chance to play Renegade).

As a former beta tester, I can easily explain why this wasn't discovered. We weren't playing the game like retards and ramjetting the harvester for insane points. The beta test wasn't enough time to notice the the subtle affects that came about with years of playing.

I can't tell you how frustrating it was to be Nod on Islands, have the WF and the Ref dead, and STILL FUCKING LOSE! Or to listen to my teammates screaming "LET THE WF DIE" on Field and then WINNING! I respect that some of you seem to think that makes the game fun, but I just simply don't think it's fun to have a shitty team that loses two buildings and somehow manages to win. It's so much more fulfilling to EARN the win. Period.

The sad thing is that most of you who are against it are that way simply because you don't have a pathetic and stupid way to get credits when you lose the ref. Yet somehow you are OK with not being able to upgrade your infantry without a barracks or not being able to get a vehicle without a WF.

I find your lack of logic disturbing.

Subject: Re: in regard to the points fix

Posted by [Homey](#) on Sat, 19 Jul 2008 13:13:25 GMT

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A large number of people on Jelly don't want the pointsfix there. Logical or not that is the general consensus and Jelly himself is quite simply looking out for his community's best interest. I agree that it makes sense and all that jazz. I don't mind playing the game both ways but having an option for the fix would quite simply be ideal for all server owners.

Subject: Re: in regard to the points fix

Posted by [Jellybe4n](#) on Sat, 19 Jul 2008 13:32:18 GMT

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Homey wrote on Sat, 19 July 2008 09:13A large number of people on Jelly don't want the pointsfix

there. Logical or not that is the general consensus and Jelly himself is quite simply looking out for his community's best interest. I agree that it makes sense and all that jazz. I don't mind playing the game both ways but having an option for the fix would quite simply be ideal for all server owners.

In a nut shell, you've summed up everything I've tried to say in this topic.

I spend alot of my time in AOW1 where we have the points fix, so I am not anti-pointsfix in anyway at all, as long as it's in the right enviroment.

The option for server owners is all I ask..

Subject: Re: in regard to the points fix
Posted by [Chuck Norris](#) on Sat, 19 Jul 2008 13:33:30 GMT
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havoc9826 wrote on Thu, 17 July 2008 21:35=HT=T-Bird wrote on Thu, 17 July 2008 14:17Rocko wrote on Thu, 17 July 2008 15:53the silent mass is a bunch of noobs that wouldnt even know how to download the tt patch

If all goes well, they WILL get TT because it will be an autoupdate to their game (i.e. 1.038). Except last time I checked, the Renegade autoupdater is broken (at least the one I got with my original Renegade is; I have no idea if TFD's works properly). The Westwood FTP is still up, so the files exist, but if it's going to download 99% and then screw up, people are going to be pissed and unable to upgrade.Yeah, same. Except you don't even have to Alt+Tab out. Just hit cancel and it closes and takes you to the desktop and patches it. It downloads correctly. It just doesn't auto-initiate the install afterwards for some reason. True enough though, some people may not know about that. Why is the auto-updater broke anyway?

Subject: Re: in regard to the points fix
Posted by [Crimson](#) on Sat, 19 Jul 2008 13:43:31 GMT
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So long as you're willing to sacrifice being on the ladder with all the prizes I got in a box from EA and promotions we will be doing, then having the option to keep a bug in the game is something that we can probably consider.

Even if I think anyone who wants to keep a bug in the game is mentally ill.

Subject: Re: in regard to the points fix
Posted by [Ryu](#) on Sat, 19 Jul 2008 13:52:00 GMT
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Crimson wrote on Sat, 19 July 2008 14:43So long as you're willing to sacrifice being on the ladder with all the prizes I got in a box from EA and promotions we will be doing, then having the option to keep a bug in the game is something that we can probably consider.

Even if I think anyone who wants to keep a bug in the game is mentally ill.

Hey I like glitching the animation engine in CSS so when a terrorist is about to plant the bomb and a CT comes into the area he can't kill me because I'm moving like a fucking spider.

<http://www.youtube.com/watch?v=N8mJugdWtrg>

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sat, 19 Jul 2008 14:00:32 GMT
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Crimson wrote on Sat, 19 July 2008 09:43 So long as you're willing to sacrifice being on the ladder with all the prizes I got in a box from EA and promotions we will be doing, then having the option to keep a bug in the game is something that we can probably consider.

Even if I think anyone who wants to keep a bug in the game is mentally ill.

Some people like the game the way it is, the way it's been for 6 years. You like it how like it, some like what they know. Talking people down because they don't follow your thought trail is pretty childish tbh....

If people want to play for ladder, they can join AOW1, if not they can join marathon. It's a choice players will be able to make for themselves, without any provocation from myself, the TT team, or anyone else.

I fail to see why you would consider people to be "mentally ill" for making a choice about which server they choose to play on.

Subject: Re: in regard to the points fix
Posted by [Starbuzz](#) on Sat, 19 Jul 2008 14:20:05 GMT
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I can fully understand Crimson's view though...just came from a game on Islands...I was Nod.

- GDI destroys AS
- Nod (me) take out WF
- GDI destroys HON

I had my Light tank left. Try as I might, I could not attack any other GDI buildings unless I was willing to lose by points to a stupid moron Havoc who was ramjetting my light tank. At that point I thought I can still attack their 2 remaining structures; I attacked their Ref and their Barr but I got 2 ramjetters on me instead shooting round after round. I press Tab to see the points and I am like "Crap...let's get the heck out of here..."

I had to back off into my base to defend Ref. We lost ofcourse but after the game, I was left feeling a very frustrated mood because I could have killed Ref/Barr.

If the pointfix was on, I am sure it would have been my Light vs PICS...NOT silly Havocs.

I hid the nick cuz this is my fun nick. Please understand.

Crimson wrote on Sat, 19 July 2008 08:43So long as you're willing to sacrifice being on the ladder with all the prizes I got in a box from EA and promotions we will be doing, then having the option to keep a bug in the game is something that we can probably consider.

Even if I think anyone who wants to keep a bug in the game is mentally ill.

Can you please elaborate more on these prizes? (!)...so top players in the ladder get prizes? I never knew that!

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sat, 19 Jul 2008 14:42:47 GMT
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pawkyfox wrote on Sat, 19 July 2008 10:20I can fully understand Crimson's view though...

I understand it too, and I like the fix personally. However alot don't, and it's for that reason I want the choice.

Subject: Re: in regard to the points fix
Posted by [gkl21](#) on Sat, 19 Jul 2008 22:05:48 GMT
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With logic reasoning, and not menting the pointfix being off, if the pointfix was on, what can be done to make people "happy" regarding the cash flow? That's the ONLY factor ..

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Sat, 19 Jul 2008 22:28:20 GMT
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gkl21 wrote on Sun, 20 July 2008 00:05With logic reasoning, and not menting the pointfix being off, if the pointfix was on, what can be done to make people "happy" regarding the cash flow? That's the ONLY factor ..

Well, I have tried to start a suggestion topic in Serverowners, but somehow some people are only bashing it should be an option, instead of looking for a REAL solution

Subject: Re: in regard to the points fix
Posted by [gkl21](#) on Sat, 19 Jul 2008 22:47:12 GMT
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EvilWhiteDragon wrote on Sat, 19 July 2008 17:28gkl21 wrote on Sun, 20 July 2008 00:05With logic reasoning, and not menting the pointfix being off, if the pointfix was on, what can be done to make people "happy" regarding the cash flow? That's the ONLY factor ..
Well, I have tried to start a suggestion topic in Serverowners, but somehow some people are only bashing it should be an option, instead of looking for a REAL solution

I noticed, so hoping the public will have something reasonable to say

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 20 Jul 2008 11:02:52 GMT
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What happens when people join a marathon game after the ref's been dead 2 hours? Games can go on for 6+ hours sometimes, no cash flow adjustment is going to matter then is it?

And what is wrong with wanting an option? The players like the server exactly how it is, we have no reason to change it in the slightest. We have no asked for a change, we do not want a change. The server is fun as it is, see that, fun, we're more than happy with the gameplay in that server.

You are the one's saying we have to have it as part of the patch. We just don't want it, you need to quit being offended thinking we're ungrateful in someway, and stop trying to find other ways to force us to have it. We are 100% happy with that server how it is.

*Edit, I will bring the subject up, but don't get your hopes up too much. I will go with what the community wants.

Subject: Re: in regard to the points fix
Posted by [Hex](#) on Sun, 20 Jul 2008 11:49:42 GMT
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End of day, forcing something on someone won't work and you're more lightly to have people not even bother using any patches

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Sun, 20 Jul 2008 12:51:42 GMT

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Hex wrote on Sun, 20 July 2008 13:49End of day, forcing something on someone won't work and you're more lightly to have people not even bother using any patches
That's a bit easy: then why force someone to not cheat? Why force someone to not be able to abuse a lot of other bugs that will be fixed?

Subject: Re: in regard to the points fix
Posted by [Hex](#) on Sun, 20 Jul 2008 13:23:28 GMT
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Goztow wrote on Sun, 20 July 2008 13:51Hex wrote on Sun, 20 July 2008 13:49End of day, forcing something on someone won't work and you're more lightly to have people not even bother using any patches
That's a bit easy: then why force someone to not cheat? Why force someone to not be able to abuse a lot of other bugs that will be fixed?

Don't even try and compare the server owners choice to use something or not to players cheating or abusing bugs, thats just moronic

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Sun, 20 Jul 2008 13:31:12 GMT
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Hex wrote on Sun, 20 July 2008 15:23Goztow wrote on Sun, 20 July 2008 13:51Hex wrote on Sun, 20 July 2008 13:49End of day, forcing something on someone won't work and you're more lightly to have people not even bother using any patches
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Don't even try and compare the server owners choice to use something or not to players cheating or abusing bugs, thats just moronic
TT is a client patch which might also need a server patch. But it's a client patch to start with.

Subject: Re: in regard to the points fix
Posted by [Spoony](#) on Sun, 20 Jul 2008 13:31:15 GMT
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Jellybe4n wrote on Sun, 20 July 2008 06:02What happens when people join a marathon game after the ref's been dead 2 hours? Games can go on for 6+ hours sometimes, no cash flow adjustment is going to matter then is it?
Firstly, joining a game halfway through, when half your base might already be dead, is strategically stupid. If you want to do join at that time, by all means do so. But don't complain if you can't buy a tank because your WF is already dead, if you can't buy advanced infantry

because your barracks is already dead, or if you are strapped for money because your refinery is already dead. Of course, the same people who complain about this tend to be the same people who bitch at their team upon joining and learning that a building's already dead; that kind of stupidity isn't hard to debunk since it's much more the fault of the guy who's just joined.

Secondly, here are some things you can do if you don't have money:

- Get an engineer and fix your buildings. If you can supposedly shoot enemy tanks ineffectually with a GDI soldier, it seems likely that your base is being shelled.
- Get an engineer and heal your teammates... who knows, the enemy tanks might actually end up being destroyed.
- Actually try destroying the tanks with an engineer, grenadier or flamethrower
- Get a soldier (or shotgunner) and take out enemy infantry and light vehicles, which they're deceptively good at doing.
- Try sneaking, even with an engineer. On most maps this is at least plausible, if not easy; on other maps you can grenade buildings.

All of the above have something in common which the idea of shooting heavy tanks with a soldier does not; they all help your team, and they all make sense. It absolutely beggars belief why so many people seem convinced that if you don't have money, the only thing you can do is shoot something you don't damage. Leaving aside the whole argument about how nonsensical it is and how it was not intended to even be possible, it has to be pointed out that it does fuck all to help your team, whereas all the above alternatives very possibly will help your team.

Every time you show me someone who complains about not being able to get money by shooting tanks with a soldier, I'll show you someone who is too damn thick to realise all the other things they could be doing to actually help their team, get money, or both.

Subject: Re: in regard to the points fix
Posted by [Homey](#) on Sun, 20 Jul 2008 15:09:00 GMT
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People who play in our marathon server play for fun. Anything beyond that really doesn't matter. Pointsfix = less credits = less fun, at least in marathon games.

Subject: Re: in regard to the points fix
Posted by [gkl21](#) on Sun, 20 Jul 2008 15:14:59 GMT
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Even if the ref is dead for 2 hours, still have some kind of cash flow adjustment. This adjustment is NOT related to buildings whatsoever.

The reason for the question, with more support, having everyone run the same background file will gain better interest and support from the EA individuals.

If you still want the "green bug" on, this should be done in the regulator (should be possible via

gamelog file) to adjust cashflow of the players. Then there is no difference from the non-pointfix and pointfix, considering in Marathon servers only cash flow matters.

Server says I have the pointfix on.
Regulator says I will adjust to make the green bug happen.

So the points will not be equal to cash flow (as it is before the point fix)..

That doesn't seem to be logical ? It seems it can be done though... From what all I've been hearing, that would be the ideal solution into fixing this matter.

Remind you, I'm still not saying it should be an option or not, this is IF it was always on.

Anyways, can't people still run a CP2, CTF, or coop server without being affected ? If that's the case, then all this "arguing" is pointless. Just don't install it and lose the fixes. Everything has its benefits, but also, they have sacrifices at the same time.

Subject: Re: in regard to the points fix
Posted by [Homey](#) on Sun, 20 Jul 2008 16:29:16 GMT
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gkl21 wrote on Sun, 20 July 2008 11:14 Even if the ref is dead for 2 hours, still have some kind of cash flow adjustment. This adjustment is NOT related to buildings whatsoever.

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That works imo. Credits is the issue, not points.

Subject: Re: in regard to the points fix
Posted by [gkl21](#) on Sun, 20 Jul 2008 16:31:16 GMT
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That works imo. Credits is the issue, not points.

What do you think would be the best situation / combination to have to keep the credits in line? Remember, most likely (not definate) it can be programmed...

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 20 Jul 2008 16:37:40 GMT
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The topic I've posted on our forums, I stated that the points are not issue in the fix. Credits are the problem.

I've posted a few scenarios, and have asked for suggestions. If anyone wants to add some here, please do so.

Subject: Re: in regard to the points fix
Posted by [Ghostshaw](#) on Sun, 20 Jul 2008 16:59:22 GMT

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Tbh if your worried about people joining have no money just add starting credits?

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 20 Jul 2008 17:13:30 GMT

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Quick answer, but not what I'm after...

Subject: Re: in regard to the points fix
Posted by [nikki6ixx](#) on Sun, 20 Jul 2008 19:00:36 GMT

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Is it really that hard to simply give server owners a choice? It's THEIR server, so THEY should be the ones who will decide if the 'points-fix' is implemented or not.

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 20 Jul 2008 20:03:06 GMT

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I'd be all for the green bug, points and creds are not equal. If creds were gained as they are now, I'd be more than happy to have the points fix on.

Subject: Re: in regard to the points fix
Posted by [Homey](#) on Sun, 20 Jul 2008 20:47:01 GMT

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gkl21 wrote on Sun, 20 July 2008 12:31Homey wrote on Sun, 20 July 2008 11:29gkl21 wrote on Sun, 20 July 2008 11:14Even if the ref is dead for 2 hours, still have some kind of cash flow adjustment. This adjustment is NOT related to buildings whatsoever.

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That works imo. Credits is the issue, not points.

What do you think would be the best situation / combination to have to keep the credits in line? Remember, most likely (not definite) it can be programmed...

Pointsfix, but credits work the exact same as now. Exactly how Jelly said it. It wouldn't change the current gameplay and it would award points/ladder points according to the system. Works well imo.

Subject: Re: in regard to the points fix

Posted by [Ghostshaw](#) on Sun, 20 Jul 2008 20:55:37 GMT

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We could maybe just allow server owners to change the amount of credits you get per damage/point whatever.

Subject: Re: in regard to the points fix

Posted by [Jellybe4n](#) on Sun, 20 Jul 2008 21:04:48 GMT

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I am for the "points" part of the fix, just not the creds.

If we can come up with an alternative, so points are gained the same as any points fix server, and the ladder points are still calculated the same as other points fix servers, but we keep the green bug, I'd be very happy with that.

Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Sun, 20 Jul 2008 21:35:12 GMT

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Jellybe4n wrote on Sun, 20 July 2008 22:03 I'd be all for the green bug, points and creds are not equal. If creds were gained as they are now, I'd be more than happy to have the points fix on. I already suggested something like a base cashflow (for marathon servers) of 0.5 creds/sec but you decided to ignore that and just continue to tell that you don't want it differently.

I can see your point, and I do actually want a solution which allows bugs to be fixed, but the gameplay to be logical. The point bug makes no sense, as I think we can all agree.

Also, another option could be to give twice/triple or even more credits per point. That way you will still get more credits if you do actual damage, but are not forced to engi rush tanks for an hour to get a med.

Subject: Re: in regard to the points fix
Posted by [gkl21](#) on Sun, 20 Jul 2008 22:04:55 GMT
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Seems more logical to keep the same amount of credit flow to the client for any part of the health just not in the green area. I would make it 1.5 times the amount since it would be fairly easy to gain money this way.

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Sun, 20 Jul 2008 22:18:41 GMT
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gkl21 wrote on Mon, 21 July 2008 00:04: Seems more logical to keep the same amount of credit flow to the client for any part of the health just not in the green area. I would make it 1.5 times the amount since it would be fairly easy to gain money this way.
Yes and no, as of course, getting the same amount makes sense, but it does not make sense that you get more points with a shotgunner attacking a med than with a engi + C4. As obviously the engi deals WAY more damage, and thus should get more points.

Subject: Re: in regard to the points fix
Posted by [jnz](#) on Sun, 20 Jul 2008 22:52:21 GMT
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Why not spread the credits out a bit? If one person on your team has 10,000 credits and someone has 500 credits, half of the first person's credits go to the second person.
EDIT: I mean refinery income.

Subject: Re: in regard to the points fix
Posted by [Herr Surth](#) on Sun, 20 Jul 2008 23:45:54 GMT
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If someone has 10000 Credits he earned them, so he can do whatever the fuck he wants with it. If he's nice, he'll buy the 500 credit guy a vehicle but forcing him to share his money? no.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Mon, 21 Jul 2008 04:48:28 GMT
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Quote:Also, another option could be to give twice/triple or even more credits per point. That way you will still get more credits if you do actual damage, but are not forced to engi rush tanks for an hour to get a med.
holy fuck, an arty pays for itself by hitting a building for 5 seconds

Subject: Re: in regard to the points fix
Posted by [Crimson](#) on Mon, 21 Jul 2008 06:39:49 GMT
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We should also have a modification for server owners that lets people get vehicles without a WF/AS and advanced infantry without a Hand/Bar.

My brain can't wrap around this "logic". The points fix forces players to help their team to get points instead of doing retarded things like mini-gunner vs harvester to get an illogical and disproportionate amount of credits.

And let's not forget to mention the mammy situation. On bugged servers, a new player buys a mammoth tank and his teammates jump on his shit about it. This is a HORRIBLE first experience for a new player. Getting yelled at for repairing a building, and then getting yelled at for buying an expensive, powerful tank... that makes NO sense. Not to mention the new player who gets yelled at for successfully destroying an enemy building (the WF) because it means Nod will probably lose.

Subject: Re: in regard to the points fix
Posted by [Spoony](#) on Mon, 21 Jul 2008 07:07:37 GMT
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Crimson wrote on Mon, 21 July 2008 01:39And let's not forget to mention the mammy situation. On bugged servers, a new player buys a mammoth tank and his teammates jump on his shit about it. This is a HORRIBLE first experience for a new player. Getting yelled at for repairing a building, and then getting yelled at for buying an expensive, powerful tank... that makes NO sense. Not to mention the new player who gets yelled at for successfully destroying an enemy building (the WF) because it means Nod will probably lose.

I've been saying exactly this for ages. You get the same people saying the pointsfix is bad for "new players" (absurd in itself) - so you point this ^ out, and the only response is a rather embarrassed silence.

I do have a suggestion though - this post is both aimed at people like jelly and homey who've expressed the desire to have players able to get credits the same way as before, and to my TT colleagues.

How about this:

The pointsfix would be mandatory, but the credits side of it would be server-side optional. In other words you've got the following choices:

- Pointsfix, i.e. both points and credits are 'fixed'
- Half-pointsfix i.e. points are 'fixed', credits are still applied on the weird nonsensical bugged system

I would not overly object to 'half-pointsfix' games being ladderred... for the same reason I don't object to !donate being used in ladderred games in the later stages of the game, just not in the first few minutes.

Subject: Re: in regard to the points fix
Posted by [Chuck Norris](#) on Mon, 21 Jul 2008 07:44:21 GMT
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Sounds like the best idea so far. I actually think you're being overly generous by allowing them to count for the ladder, since even though points are the same, with more credits, you have a better chance of making more points. Too bad there's no way to have it run full pointsfix normally, and half for only marathon servers.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Mon, 21 Jul 2008 08:01:46 GMT
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that's a good idea

i also remember someone saying that on the jelly forums over half a year ago

it makes sense

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Mon, 21 Jul 2008 08:28:21 GMT
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IT DOES NOT MAKE SENSE, really, as you can still "win" a game with doing no damage to attacking vehicles. I mean, soldier & engi VS tank, engi doing more damage with C4 (thus with this idea, getting more points) soldier, being utterly useless against tanks, gets fewer points BUT GETS MORE CREDITS TO DO OTHER USELESS STUFF LIKE SBH WHORING....

Something that would make sense:

Changing the point credits ratio. This way, if you deal 100 damage to a med with a remote, you'll get 10 points, but for example 100 credits. If you do the same thing with a soldier, you'll get about 0,5? points thus giving you 5 credits.

Of course, it would mean htat you could get massive amounts of credits when attacking buildings, but at least new players understand it.

Also, it allows some vehicles to be actually useful. With a mammoth, you would give away loads of credits with this RIDICULOUS IDEA.

Subject: Re: in regard to the points fix

Posted by [Ghostshaw](#) on Mon, 21 Jul 2008 09:34:53 GMT

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Lets jsut allow increasing credits per points. It keeps the fairness introduced by the pointsfix (IE you get more for doing more damage) but you can get similar ot the same kinds of money flows as without the pointsfix (obviously that would be up to teh server owners).

It might need a little fine tweaking though. Like ahving separate multipliers for vehicles/infantry/buildings (getting alot more credits for shooting/repairing a building sounds like a bad plan IMO), and maybe even for groups like infantry vs vehicles, vehicles vs infantry, infantry vs infantry, vehicles vs vehicles and vehicles/infantry vs buildings.

But then again thats what a beta test is for.

Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Mon, 21 Jul 2008 10:20:21 GMT

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Well, indeed, but then at least certain people should listen to the idea, and be willing to try it. That seems to be most of the problem here.

Not having the will to even try something else will be impossible to fix.

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Mon, 21 Jul 2008 19:07:21 GMT
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Also, it allows some vehicles to be actually useful. With a mammoth, you would give away loads of credits with this RIDICULOUS IDEA.

You do not own every server on Renegade, a suggestion has been put forward that plenty agree with. The majority should decide this. If you force this too much, you will feel far more resistance than when you agree to bend on things.

I didn't want anything to do with it, but I've relaxed that stand and have been willing to reason with the TT team and find a medium. If you refuse to budge, we won't get anywhere and end up back where we started.

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Mon, 21 Jul 2008 19:12:07 GMT
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Well, indeed, but then at least certain people should listen to the idea, and be willing to try it. That seems to be most of the problem here.

Not having the will to even try something else will be impossible to fix.

The half points fix is what we'd like to try, how about you listen to that idea and let us test that out?

Subject: Re: in regard to the points fix

Posted by [Goztow](#) on Mon, 21 Jul 2008 20:23:49 GMT

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7 pages of the same arguments is enough. I'll close this topic here and if someone has valid arguments to re-open it, then PM me.

Edit: reopened on Jellybean's request.

Subject: Re: in regard to the points fix

Posted by [Jamie or NuneGa](#) on Tue, 22 Jul 2008 10:27:38 GMT

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A GDI soldier shooting the harv will keep it from self healing, so if there are 3 timed c4 on the harv this soldier is helping his team... therefore in smaller games this soldier is helping his team by shooting the harv.

Subject: Re: in regard to the points fix

Posted by [GoTWhiskÉY](#) on Tue, 22 Jul 2008 13:58:41 GMT

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imo, either implement the pointfix, or don't. Don't give server owners the choice... all that's going to do is split the community. The people who are against the pointfix, just don't know any better and like many people have stated, are stubborn and afraid of change. The pointfix is all positive - please implement it in the patch and force it on to all clients and servers. Thanks.

Subject: Re: in regard to the points fix

Posted by [Herr Surth](#) on Tue, 22 Jul 2008 14:05:34 GMT

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GoTWhiskÉY wrote on Tue, 22 July 2008 08:58: imo, either implement the pointfix, or don't. Don't give server owners the choice... all that's going to do is split the community. The people who are

against the pointfix, just don't know any better and like many people have stated, are stubborn and afraid of change. The pointfix is all positive - please implement it in the patch and force it on to all clients and servers. Thanks.
Either you TDo or you TDon't.

Subject: Re: in regard to the points fix
Posted by [Carrierll](#) on Tue, 22 Jul 2008 14:12:59 GMT
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NuneGa wrote on Tue, 22 July 2008 11:27A GDI soldier shooting the harv will keep it from self healing, so if there are 3 timed c4 on the harv this soldier is helping his team... therefore in smaller games this soldier is helping his team by shooting the harv.

"POINTS, NOT DAMAGE, ARE THE ONLY THINGS AFFECTED BY THIS PATCH" - therefore, you're still helping your team, but, the soldier doesn't get stupid amounts of money for dealing tiny amounts of damage.

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Tue, 22 Jul 2008 15:35:04 GMT
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Jellybe4n wrote on Mon, 21 July 2008 21:12EvilWhiteDragon wrote on Mon, 21 July 2008 06:20Ghostshaw wrote on Mon, 21 July 2008 11:34Lets jsut allow increasing credits per points. It keeps the fairness introduced by the pointfix (IE you get more for doing more damage) but you can get similar ot the same kinds of money flows as without the pointfix (obviously that would be up to teh server owners).

It might need a little fine tweaking though. Like ahving separate multipliers for vehicles/infantry/buildings (getting alot more credits for shooting/repairing a building sounds like a bad plan IMO), and maybe even for groups like infantry vs vehicles, vehicles vs infantry, infantry vs infantry, vehicles vs vehicles and vehicles/infantry vs buildings.

But then again thats what a beta test is for.

Well, indeed, but then at least certain people should listen to the idea, and be willing to try it. That seems to be most of the problem here.

Not having the will to even try something else will be impossible to fix.

The half points fix is what we'd like to try, how about you listen to that idea and let us test that out?

I'm not stating that it can't be tried, I'm just saying that it just doesn't fix the imbalance. For exactly that reason I suggest something else, of which I would appreciate you to give comments on.

Of course, we're already bending, as we are actively trying to find a solution that works for everyone, and at least I am trying to NOT unbalance the game.

With your idea, in al respect, you will indeed fix the point problem, but still people will get the shotgunner to attack the harv to get credits. While it is good that they try to get credits, but they could also do so with an engi, and get credits and points. With the engi they have a bigger chance of actually killing the harvester than with the shotgunner, right?

For exactly that reason I think that a half point fix is not good, as for an other example, mammoths still won't work as supposed. This still causes newb player to be shouted on, because now they are not giving away points, but credits.

So, because of the aforementioned reasons, could you please tell me what you do and don't like of my previously posted ideas? As I have a feeling you're just totally ignoring them. And since you're not commenting on them, I can't bend it to suit your needs.

I'm not trying to make your life harder, but you do need to cooperate.

Subject: Re: in regard to the points fix

Posted by [Jellybe4n](#) on Tue, 22 Jul 2008 20:59:53 GMT

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EvilWhiteDragon wrote on Tue, 22 July 2008 11:35Jellybe4n wrote on Mon, 21 July 2008 21:12EvilWhiteDragon wrote on Mon, 21 July 2008 06:20Ghostshaw wrote on Mon, 21 July 2008 11:34Lets jsut allow increasing credits per points. It keeps the fairness introduced by the pointsfix (IE you get more for doing more damage) but you can get similar ot the same kinds of money flows as without the pointsfix (obviously that would be up to teh server owners).

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I'm not trying to make your life harder, but you do need to cooperate.

Nobody is forcing you or anyone to play on the server, the players that play regular will voice whether they think it is fair or not.

OK, we like the marathon server as it is. 100%, definitely, completely. We want to keep it how it is. That is our number 1 choice.

Right, we can not do that if we want to stay on the ladder. So, what can change? You want the points fix on all servers, we want the way we gain credits to stay the same. Simple answer, do both, as has been suggested. There's no need to come up with alternatives like you have done. The answer has been suggested, that is what we want to try.

You need to quit forcing ideas that YOU think of, and let someone else's idea, which we very much like be trialed on the server.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Wed, 23 Jul 2008 02:53:03 GMT
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it seems to me that the TT team wants the pointmod in place everywhere to accurately test it out they're trying to make renegade better with it, but for that server type specifically i know people like it how it is; it's the most populated server, and whatever it's doing is apparently working

putting the pointmod on it could ruin whatever it is that makes people keep coming back for more

are we working on a compromise for when the patch comes out or after the beta testing is complete?

Subject: Re: in regard to the points fix
Posted by [Rocko](#) on Wed, 23 Jul 2008 03:01:28 GMT

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comparing the 2 versions of the game is like comparing pancakes and shit, i would not like to be forced to eat shit

if the glove doesnt fit you must equit

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Wed, 23 Jul 2008 06:20:56 GMT
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liquidv2 wrote on Wed, 23 July 2008 04:53it seems to me that the TT team wants the pointmod in place everywhere to accurately test it out they're trying to make renegade better with it, but for that server type specifically i know people like it how it is; it's the most populated server, and whatever it's doing is apparently working

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Ofcourse, noone actually knows if people come to that server because you can get lots of points or infantry from shooting tanks with basic infantry. Might be actually worth testing that. My guess would be that it attracts many people because there's no time limit and some people assume this provides with better games.

Subject: Re: in regard to the points fix
Posted by [Herr Surth](#) on Wed, 23 Jul 2008 09:45:01 GMT
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Rocko wrote on Tue, 22 July 2008 22:01comparing the 2 versions of the game is like comparing pancakes and shit, i would not like to be forced to eat shit

if the glove doesnt fit you must equit
care to explain? probably not?

Subject: Re: in regard to the points fix
Posted by [Orca](#) on Wed, 23 Jul 2008 11:57:28 GMT
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Nooo trying to look cool Surth, you know nothing about this game and you are all about hopping on the "Let's suck known people's asses" bandwagon.

Every other fix in this patch is good and it's about time most of them got fixed but the points fix just doesn't work in some cases, for example Marathon, what are you supposed to do in a situation

when both teams have no Ref and you have like 20 people repairing a building getting hit by 1-2 tanks, you get like 10 credits every 5 minutes.

Of course Spooky will say something like you aren't helping your team or go rush their tanks with a flametrooper or some stupid shit like that, he can't help it he's British/gay but I still love him.

The points fix should really be an option and that will stop all the flaming and solve everyone's problem. I don't see how making it an option can be so difficult.

Subject: Re: in regard to the points fix

Posted by [=HT=T-Bird](#) on Wed, 23 Jul 2008 16:17:07 GMT

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Why not try to kill the tanks? Beats me especially as the credits equation looks remarkably good if you do get one (you gain about a hundred credits+pts for the kill + the other team loses the 450/800/... credits they invested). Sounds a lot better than shooting the same tank with an autorifle for that same hundred credits+pts to me...

Anyhow, we'll need to beta-test the pointsfix on a marathon server and actually see who's right and wrong. Until then, this argument is over.

LOCK THIS THREAD FOR GOOD, GOZY!

Subject: Re: in regard to the points fix

Posted by [cmatt42](#) on Wed, 23 Jul 2008 17:33:18 GMT

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liquidv2 wrote on Tue, 22 July 2008 21:53it seems to me that the TT team wants the pointmod in place everywhere to accurately test it out

they're trying to make renegade better with it, but for that server type specifically i know people like it how it is; it's the most populated server, and whatever it's doing is apparently working

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are we working on a compromise for when the patch comes out or after the beta testing is complete?

Why would they test something that's already been in place for several years? I'm pretty sure they'd rather test the points fix because that's what they've been working on.

Subject: Re: in regard to the points fix

Posted by [Rocko](#) on Wed, 23 Jul 2008 19:56:17 GMT

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cmatt42 wrote on Wed, 23 July 2008 12:33liquidv2 wrote on Tue, 22 July 2008 21:53it seems to me that the TT team wants the pointmod in place everywhere to accurately test it out they're trying to make renegade better with it, but for that server type specifically i know people like it how it is; it's the most populated server, and whatever it's doing is apparently working

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Why would they test something that's already been in place for several years? I'm pretty sure they'd rather test the points fix because that's what they've been working on.

if playing without the points fix has been so bad for the past few years that it needs to be changed, why didn't you quit and go back to sukin dik 24/7. obviously it isn't that big of a deal that it requires any serious change.

Subject: Re: in regard to the points fix

Posted by [Goztow](#) on Wed, 23 Jul 2008 20:08:20 GMT

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Rocko wrote on Wed, 23 July 2008 21:56

Why would they test something that's already been in place for several years? I'm pretty sure they'd rather test the points fix because that's what they've been working on.

if playing without the points fix has been so bad for the past few years that it needs to be changed, why didn't you quit and go back to sukin dik 24/7. obviously it isn't that big of a deal that it requires any serious change.[/quote]

30 days ban: you'd think your first 2 weeks ban ws enough of a warning, still you keep on insulting everyone in every topic. You had enough of my patience, tbh. Bypass this ban and it'll become a permanent one.

Subject: Re: in regard to the points fix

Posted by [gkl21](#) on Wed, 23 Jul 2008 20:48:41 GMT

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This is hardly getting anywhere. Still at the same spot as page one...

Put the entire point fix on.

Let the servers' "programmers" deal with their own adjustment schema. The give_money routine is there, use it.

That is basically what it came down to (even with the "half-pointfix" ideas, let them (their servers)

deal with it). Win for TT (and EA part of it), and win for making unique / own server changes....

Subject: Re: in regard to the points fix

Posted by [=HT=T-Bird](#) on Thu, 24 Jul 2008 00:26:47 GMT

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Nobody that I know of has tried the pointsfix on a marathon server though. Adad seems to be OK with it, if he could just get his paws on a copy...(I spoke with him on MSN), also perhaps Yrr is running it on his marathon server...

Subject: Re: in regard to the points fix

Posted by [Spoony](#) on Thu, 24 Jul 2008 03:51:12 GMT

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Orca wrote on Wed, 23 July 2008 06:57what are you supposed to do in a situation when both teams have no Ref and you have like 20 people repairing a building getting hit by 1-2 tanks, you get like 10 credits every 5 minutes.

Of course Spoony will say something like you aren't helping your team or go rush their tanks with a flametrooper or some stupid shit like that, he can't help it he's British/gay but I still love him. and indeed, why wouldn't I say that? look at all the stuff you can do if you don't have credits... fix your teammates, attack light vehicles/infantry with a soldier, heal buildings, go sneak, or try to grenade/flame/remote the tanks.... oh no, you've gotta do the one thing which doesn't achieve anything and you weren't supposed to get money from, eh?

Subject: Re: in regard to the points fix

Posted by [Jamie or NuneGa](#) on Thu, 24 Jul 2008 13:58:47 GMT

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=HT=T-Bird wrote on Thu, 24 July 2008 01:26Nobody that I know of has tried the pointsfix on a marathon server though. Adad seems to be OK with it, if he could just get his paws on a copy...(I spoke with him on MSN), also perhaps Yrr is running it on his marathon server...

rencom marathon uses point fix, still gets a lot of players. It doesn't even has the best host nick

Imo point fix doesn't affect the amount of players... most of the time the host nick does. When I select a server I usually go on player numbers rather than what I know of the server modifications.

Tbh I would rather not have pointfix on cw servers but I really don't care that much to kick up a fuss about it.

Subject: Re: in regard to the points fix

Posted by [=HT=T-Bird](#) on Thu, 24 Jul 2008 14:31:45 GMT

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NuneGa wrote on Thu, 24 July 2008 08:58=[HT=T-Bird](#) wrote on Thu, 24 July 2008 01:26 Nobody that I know of has tried the pointfix on a marathon server though. Adad seems to be OK with it, if he could just get his paws on a copy...(I spoke with him on MSN), also perhaps Yrr is running it on his marathon server...

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Tbh I would rather not have pointfix on cw servers but I really don't care that much to kick up a fuss about it.

Thanks for pointing that out Nune. I'll see about dropping by there

Subject: Re: in regard to the points fix

Posted by [GoTWhiskÉY](#) on Thu, 24 Jul 2008 14:41:14 GMT

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Rocko wrote on Tue, 22 July 2008 23:01 comparing the 2 versions of the game is like comparing pancakes and shit, i would not like to be forced to eat shit

if the glove doesnt fit you must equit
lmfao.

Anyways, I really hope TiT sticks with to their guns and makes this pointfix mandatory. Don't bow down to a couple stubborn Server Owners who have no good argument whatsoever of why to not implement. Please don't make pointfix an option... its already been tried in the Clanwars.cc league. If you give people the option, nobody will even try to use the pointfix because they're afraid of change/having to adjust their tactics. Make it mandatory, and I guarantee the bitching/crying/excuses will stop in about a month or less.

Remember that the version of the pointfix that people have been using doesn't even have the 'jump out of tank' exploit fixed yet. Once that is fixed, you will be receiving more credits/points, since even if the person jumps out of that tank before it gets destroyed, you will still get the proper credits/points.

Subject: Re: in regard to the points fix

Posted by [Spoony](#) on Thu, 24 Jul 2008 19:59:37 GMT

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NuneGa wrote on Thu, 24 July 2008 08:58Tbh I would rather not have pointfix on cw servers but I really don't care that much to kick up a fuss about it.

if you're talking about the clanwars.cc league, it's going to be mandatory as soon as the vehicle-alignment modification is available with it.

Subject: Re: in regard to the points fix

Posted by [Jamie or NuneGa](#) on Sat, 26 Jul 2008 11:47:40 GMT

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Spoony wrote on Thu, 24 July 2008 20:59NuneGa wrote on Thu, 24 July 2008 08:58Tbh I would rather not have pointfix on cw servers but I really don't care that much to kick up a fuss about it. if you're talking about the clanwars.cc league, it's going to be mandatory as soon as the vehicle-alignment modification is available with it.

reset my password!!!!!!!!!!

Subject: Re: in regard to the points fix

Posted by [Gladiator](#) on Fri, 01 Aug 2008 02:56:38 GMT

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Sorry to bump a slightly old topic, especially for a post asking people to assist me in being lazy, but... I've read a few pages total (not consecutively) of this thread, and I can't really see a compelling argument for not making it optional. The deflection that there's no reason NOT to make it mandatory makes no sense - I don't see why anyone would ever want to take away a persons ability to choose anything, and the few people I can think of that have ever done so... well, they weren't good people.

Anyone care to give me the good reason(s) not to in a nutshell, please?

Thanks,
-Glad

Subject: Re: in regard to the points fix

Posted by [Goztow](#) on Fri, 01 Aug 2008 07:45:44 GMT

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Gladiator wrote on Fri, 01 August 2008 04:56Sorry to bump a slightly old topic, especially for a post asking people to assist me in being lazy, but... I've read a few pages total (not consecutively) of this thread, and I can't really see a compelling argument for not making it optional. The deflection that there's no reason NOT to make it mandatory makes no sense - I don't see why anyone would ever want to take away a persons ability to choose anything, and the few people I can think of that have ever done so... well, they weren't good people.

Anyone care to give me the good reason(s) not to in a nutshell, please?

Thanks,

-Glad

For that, you'll need to read all 8 pages, tbh.

Subject: Re: in regard to the points fix

Posted by [EvilWhiteDragon](#) on Fri, 01 Aug 2008 09:19:47 GMT

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Indeed, otherwise you might as well That's about as useful as replying in this topic with not having read everything.

Subject: Re: in regard to the points fix

Posted by [trooprm02](#) on Fri, 01 Aug 2008 14:50:41 GMT

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I agree with the idea of turning it off/on, that would be server side (maybe fds, ssgm, who knows), but basically if the server is setup to report to the newer BHS renladder (hosts->ip), then it is very easy for the ladder to refuse of accept information being directed to at, depending on whether something like Points_Fix = is set to 1 or 0.

This way the server wouldn't be forced to run it, but in any case I think they have to be given the choice. But because of that choice, they then decided whether or not they want their server ladder to report to the official bhs one, which is a fair compromise. And marathon servers give out toooo much ladder anyway, so fair is fair.

Subject: Re: in regard to the points fix

Posted by [liquidv2](#) on Sun, 03 Aug 2008 04:18:00 GMT

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just because he didn't read it all doesn't mean he's wrong
i've read all 8 pages; he's not missing anything

Subject: Re: in regard to the points fix

Posted by [Jellybe4n](#) on Sun, 03 Aug 2008 10:01:19 GMT

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It's pointless, end of story. They no best, we don't. We're only the people who play in the server every day, representing the views of the regulars who play in there every day.

But hey, what the fuck do we know? We just get shit shoved down our throat, and told to like it..

Well when EA want to gauge the support of the patch, I hope they see this topic. We have more than enough support to lodge an argument.

Subject: Re: in regard to the points fix
Posted by [sadukar09](#) on Sun, 03 Aug 2008 12:07:46 GMT
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What argument? All I see is about marathon games, and that could be fixed by getting x2 credits per point or add a +1 credit per second even on a dead refinery.

Subject: Re: in regard to the points fix
Posted by [trooprm02](#) on Sun, 03 Aug 2008 13:20:16 GMT
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Jellybe4n wrote on Sun, 03 August 2008 05:01It's pointless, end of story. They no best, we don't. We're only the people who play in the server every day, representing the views of the regulars who play in there every day.

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Wow..so your saying your community will attempt to block a MUCH NEEDED patch for everyone, by creating problems at EA (who is already iffy tbh), just because 1 aspect of the patch doesn't appeal to you? Pretty cool jelly, never would have thought you'd say something like that, but times have changes I guess.

Ive seen marathon games last 6 hours, with the winners leaving with 1000 ladder points, im sure you've seen even higher, there's no way you can convince me that is what was intended to happen, I'd even go so far as to say thats exploiting the server setup..

Subject: Re: in regard to the points fix
Posted by [Gladiator](#) on Sun, 03 Aug 2008 13:59:11 GMT
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You're completely missing his point. He's saying we're being told what to think and how we want to play, and we have no say in it.

Like I said, there's utterly no reason not to make it optional.

Subject: Re: in regard to the points fix
Posted by [Homey](#) on Sun, 03 Aug 2008 14:05:27 GMT
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trooprm02 wrote on Sun, 03 August 2008 09:20Jellybe4n wrote on Sun, 03 August 2008 05:01It's pointless, end of story. They no best, we don't. We're only the people who play in the server every

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The entire basis of c&c is basekill. Anyways his point is if this patch is for the renegade players they should be the ones that have a say and not simply be ignored. Yeah it's only one aspect of the patch so why is it so hard to compromise? Spooky is the only one who is listening imo.

Subject: Re: in regard to the points fix
Posted by [Herr Surth](#) on Sun, 03 Aug 2008 14:06:48 GMT
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If the whole community would say "PLEEX MAEK CHAETING EVEN MORE EAZY", would you ask TT to listen?

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 03 Aug 2008 14:11:32 GMT
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Surth wrote on Sun, 03 August 2008 10:06If the whole community would say "PLEEX MAEK CHAETING EVEN MORE EAZY", would you ask TT to listen?

Good analogy.....

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 03 Aug 2008 14:15:46 GMT
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troopr02 wrote on Sun, 03 August 2008 09:20Jellybe4n wrote on Sun, 03 August 2008 05:01It's pointless, end of story. They no best, we don't. We're only the people who play in the server every day, representing the views of the regulars who play in there every day.

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You can get up to 700 ladder in a 40 min game on a 50 player server, in 40 mins. Add that up to the time you'd be in a marathon game. You'll find it's pretty much even.

I'm not saying we'd attempt to block the patch, why the fuck would we do that? I said we'd lodge an argument against the points fix being mandatory. Seeing as we have the biggest contingent of marathon players..

I'll re-word it shall I?

We offered to compromise by trialing the half points fix idea, we were willing to meet half way. The TT team decided to just throw that one out of the window and stop talking to us.

So, with the that in mind, and a complete unwillingness to meet us half way, and the fact we love the server how it is, why would we just sit down and get walked over?

Answer is, we won't. However we are still willing, and very interested in trialing the half points fix idea, and working with the TT team 100% if they choose to do so. I left the ball in their court..

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Sun, 03 Aug 2008 16:14:24 GMT
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I can't speak officially for the TT team but from the discussions I had with some people from the team, I understood that they will probably go for a server side patch removing the point fix for that server, a bit like we currently have a server side patch instoring the point fix.

So to make that idea clear for everyone: the Ren FDS 1.038 would have point fix but you can install a .dll they will provide seperately which will allow you to inverse the effects of the point fix.

So officially the point fix will be in the TT patch for everyone but the server owner can decide to disable its effects through a .dll.

Even though there's no official statement on this yet, it's the most probable compromis.

I also don't like people taking the underdog position while they clearly have major advantages in the Renegade community that others don't have.

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Sun, 03 Aug 2008 17:13:26 GMT
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I've no idea what the underdog statement is about, pretty pointless really in the current situation.

It boils down to this, we love the server how it is. We want our server on the ladder. As it stands we're told that isn't possible. So we agree to trial an idea put forward by Spooky, which is rejected, and everything goes quiet.

We don't want to change gameplay in a very popular server, we have people that love how the games are played out as they are, what is so wrong with that?

Subject: Re: in regard to the points fix
Posted by [Goztow](#) on Sun, 03 Aug 2008 17:34:00 GMT
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Jellybe4n wrote on Sun, 03 August 2008 19:13 I've no idea what the underdog statement is about, pretty pointless really in the current situation.

It's the whole "they are forcing it upon us and we aren't listened at" which frankly isn't true: we've had 8 pages of people listening and trying to solve this problem either in an alternative way (alternative solutions) or by propositions of making this optional / server side changeable.

Quote:It boils down to this, we love the server how it is. We want our server on the ladder. As it stands we're told that isn't possible. So we agree to trial an idea put forward by Spooky, which is rejected, and everything goes quiet.

I got the impression that there is an opening for allowing server to not have the point fix. You said yourself that it wouldn't really matter if those servers don't count or count differently for the ladder then:

Jellybe4n still fail to see why it has to be mandatory, if a server owner wants to keep the game how it is, let them do so. If that then raises the question of servers being calculated different as regards to the main ladder, then add a stipulation that non-points fix servers will not count towards the ladder.

Quote:We don't want to change gameplay in a very popular server, we have people that love how the games are played out as they are, what is so wrong with that?

Nothing. A server side patch would make this possible, no?

Subject: Re: in regard to the points fix

Posted by [Jellybe4n](#) on Sun, 03 Aug 2008 17:39:21 GMT

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I'll break it down, again.

It has become evident that there could be a compromise on the issue. We would like the server to stay on the ladder, of course. We thought that wouldn't be possible at first, hence the original comments about not competing. Since that point, things come to light, hence the potential change in direction.

That is still the case, as I've stated a few posts back. The general opinion is we'd like the server on the ladder if possible. If not then OK. But we would be willing to try the half points fix.

Subject: Re: in regard to the points fix

Posted by [Goztow](#) on Sun, 03 Aug 2008 19:07:30 GMT

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I agree with you that the half point fix could make it possible to be on the ladder as points are no longer affected then.

Subject: Re: in regard to the points fix

Posted by [Jellybe4n](#) on Sun, 03 Aug 2008 19:15:52 GMT

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That's what we would like to trial. Ladder points given will be calculated the same as any other server. Gameplay won't be effected at all.

Both sides get what they are after.

Subject: Re: in regard to the points fix

Posted by [Jamie or NuneGa](#) on Sun, 03 Aug 2008 20:20:20 GMT

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errr not in cw servers please I like to know how many credits the other team has.

Subject: Re: in regard to the points fix

Posted by [Goztow](#) on Sun, 03 Aug 2008 20:39:41 GMT

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Nune wrote on Sun, 03 August 2008 22:20errr not in cw servers please I like to know how many

credits the other team has.

The "half point fix" would obviously be optional / through a server side dll.

Subject: Re: in regard to the points fix

Posted by [StealthEye](#) on Sun, 03 Aug 2008 22:39:36 GMT

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The half points fix is not a compromise at all, it doesn't change anything to our arguments.

We're not after the gameplay effects, we are against intentionally creating a bug and adding cluttered code. Perhaps you think these reasons are minor, but coders apparently think differently judging from the unanimous vote for not having the bug optional in TT. You seem to demand us to make this feature optional yet you think it is wrong for us to force it being mandatory.

Note that we did not fix the bug, we rewrote the points system to work properly without the bug. It's not simply "not applying the fix". Also note that we have given multiple ideas on how to maintain the cashflow which we think are fair alternatives and compromises but so far you have mostly ignored those.

We have already stated that we will reconsider what we will need to do during beta testing, and that it is likely that there will be some separate pointsunfix. This discussion will get you nothing more than that, and that's why I stopped replying on this topic.

Subject: Re: in regard to the points fix

Posted by [trooprm02](#) on Sun, 03 Aug 2008 22:47:13 GMT

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Jelly, im not saying that your community should be forced to due anything, if you have noticed they have purposed leaving the points fix up to the server owner (some sort of FDS/ssgm addon or system), if they do make it mandatory however, that is a different story.

Either way, its VERY fair. If you get to choose whether you want to turn it off or on, that determines whether or not they let your server connect to their ladder. Ofcourse ladder and stuff will still be shown at the end game screen, you can have ingame ranks but its only fair if servers who want to be "BHS" ladderred have to enable the points fix. So obviously you do have a choice...

Subject: Re: in regard to the points fix

Posted by [JoeBro](#) on Sun, 03 Aug 2008 23:42:11 GMT

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I'm glad they're fixing the pointsbug. Shooting heavily armored vehicles and getting a whole bunch of points without hardly doing ANY damage? C'mon. The only people who don't want the pointsfix is the n00bs. They just want quick points without realistic results. For better gameplay, I think they

should definitely use the pointsfix.

Subject: Re: in regard to the points fix
Posted by [Gladiator](#) on Mon, 04 Aug 2008 00:02:10 GMT
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StealthEye wrote on Sun, 03 August 2008 17:39
We're not after the gameplay effects, we are against intentionally creating a bug and adding cluttered code. Perhaps you think these reasons are minor, but coders apparently think differently judging from the unanimous vote for not having the bug optional in TT. You seem to demand us to make this feature optional yet you think it is wrong for us to force it being mandatory.

Ah, yes... your arguement against having it optional is that you'd rather half-ass something?

It seems to me you've negating all the postives of the patch by not making the most controversial aspect optional.

Subject: Re: in regard to the points fix
Posted by [saberhawk](#) on Mon, 04 Aug 2008 00:31:47 GMT
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StealthEye wrote on Sun, 03 August 2008 17:39
We're not after the gameplay effects, we are against intentionally creating a bug and adding cluttered code. Perhaps you think these reasons are minor, but coders apparently think differently judging from the unanimous vote for not having the bug optional in TT.

Occam's razor ftw. Not only is the simplest solution usually the cleanest, it's also the fastest (in CPU cycles).

Gladiator wrote on Sun, 03 August 2008 19:02Ah, yes... your arguement against having it optional is that you'd rather half-ass something?

Our argument is that we'd rather *not* half-ass something with hacks cluttering the otherwise sleek and efficient code to enable bug conditions which would have been fixed by Westwood anyways if they had the chance.

Subject: Re: in regard to the points fix
Posted by [Chuck Norris](#) on Mon, 04 Aug 2008 05:36:02 GMT
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Gladiator wrote on Sun, 03 August 2008 20:02Ah, yes... your arguement against having it optional is that you'd rather half-ass something?Why would anyone want the points bug left? The only thing it does is let the real half-assers shoot things they don't damage and get points and credits.

As for Jelly, I'm not going to tread on the "my users are happy and we don't want to be forced to change", as I'm sure you do wish and know the best for them, but realistically speaking, they're probably there because they think it's a great community and because it's active. I doubt many show up just because there's a points bug, and I doubt they'd all leave if they can't be n00bs, and if some do, let them I'd say. Anyway, above post says it better than me. Let's not assume what's what of the silent mass.

Subject: Re: in regard to the points fix
Posted by [Crimson](#) on Mon, 04 Aug 2008 09:04:09 GMT
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The whole point of having a ladder is to rank the best players in Renegade. I think it's safe to say that the current ladder system doesn't reward the highest skilled players correctly. Using a modification that rewarded n00b tactics like shooting the harvester with a minigunner would give an unfair advantage to the players using the n00b tactics rather than the players who try to gain credits without the refinery by doing the things Spoony mentioned that actually help your team.

Hence, why should games run with an unfair system count towards the ladder, which is supposed to rank the most skilled players?

Once again, please respond to this based on the assumption that the ladder is using a better formula that better rates players on their skill and not the incomplete system currently in place.

Subject: Re: in regard to the points fix
Posted by [trooprm02](#) on Mon, 04 Aug 2008 13:46:44 GMT
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Well, im sure people on agree on the fact that if they want their server to be ladderred on the "official" system, then the playing field must be equal and it would be unfair to allow non-points fixed servers to be connected to that ladder. The question I still haven't heard back from the TT crew answered is whether or not they have decided to make it optional (server owners choice).

Subject: Re: in regard to the points fix
Posted by [JoeBro](#) on Mon, 04 Aug 2008 15:08:34 GMT
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i don't think it should be "optional". if they did that, skilled players with the pointsfix shooting a harvester with a sniper on wouldn't get as many points as the n00bs without the pointsfix on doing the same thing. IT SHOULD NOT BE OPTIONAL

Subject: Re: in regard to the points fix
Posted by [EvilWhiteDragon](#) on Mon, 04 Aug 2008 15:17:21 GMT

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trooprm02 wrote on Mon, 04 August 2008 15:46 Well, im sure people on agree on the fact that if they want their server to be ladderred on the "official" system, then the playing field must be equal and it would be unfair to allow non-points fixed servers to be connected to that ladder. The question I still haven't heard back from the TT crew answered is whether or not they have decided to make it optional (server owners choice).

The idea is NOT to make it optional, and fix the issue jelly has in a different way. In order for us to do that however, we need his cooperation.

Until now he doesn't get anything farther than basically "leave it as is" instead of trying to thinks of new options to solve his problem, and not disturb the gameplay balance (like the half point fix).

If he does cooperate, and there is truly (after for ex. a month of testing) no other option, then after the beta testing there will be a hack which would disable it. But in order to make that, we really want all other options tested.

Subject: Re: in regard to the points fix

Posted by [trooprm02](#) on Mon, 04 Aug 2008 22:46:49 GMT

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Any why is that (last option)? Why are you guys now totally ignoring your previous suggestions of making it optional but on the condition of it not reporting to the official ladder?

Subject: Re: in regard to the points fix

Posted by [cmatt42](#) on Tue, 05 Aug 2008 05:17:49 GMT

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JoeBro wrote on Mon, 04 August 2008 10:08i don't think it should be "optional". if they did that, skilled players with the pointsfix shooting a harvester with a sniper on wouldn't get as many points as the n00bs without the pointsfix on doing the same thing. IT SHOULD NOT BE OPTIONAL That's not how it works.

Subject: Re: in regard to the points fix

Posted by [bly](#) on Tue, 05 Aug 2008 05:21:52 GMT

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Whats the problem with making it optional? its not like its gonna hurt you in any way, there will be a seperate ladder for un-pts fixed servs, so whats the problem?

Subject: Re: in regard to the points fix

Posted by [saberhawk](#) on Tue, 05 Aug 2008 05:45:29 GMT

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billy wrote on Tue, 05 August 2008 00:21 Whats the problem with making it optional? its not like its gonna hurt you in any way, there will be a seperate ladder for un-pts fixed servs, so whats the problem?

That's not how it works.

Subject: Re: in regard to the points fix
Posted by [_SSnipe_](#) on Tue, 05 Aug 2008 05:49:42 GMT
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This topic needs to end

Subject: Re: in regard to the points fix
Posted by [Jellybe4n](#) on Tue, 05 Aug 2008 17:27:18 GMT
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SSnipe wrote on Tue, 05 August 2008 01:49 This topic needs to end

Better idea, if iy annoys you that much, just don't read it?

Subject: Re: in regard to the points fix
Posted by [Jamie or NuneGa](#) on Tue, 05 Aug 2008 18:07:31 GMT
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JoeBro wrote on Mon, 04 August 2008 16:08i don't think it should be "optional". if they did that, skilled players with the pointsfix shooting a harvester with a sniper on wouldn't get as many points as the n00bs without the pointsfix on doing the same thing. IT SHOULD NOT BE OPTIONAL

actually some of the best players in ren don't want it

Subject: Re: in regard to the points fix
Posted by [_SSnipe_](#) on Tue, 05 Aug 2008 18:10:04 GMT
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Nune wrote on Tue, 05 August 2008 11:07 JoeBro wrote on Mon, 04 August 2008 16:08i don't think it should be "optional". if they did that, skilled players with the pointsfix shooting a harvester with a sniper on wouldn't get as many points as the n00bs without the pointsfix on doing the same thing. IT SHOULD NOT BE OPTIONAL

actually some of the best players in ren don't want it
NO most clans dont want it cuase they already learned how to do shit the cheap way and love to
point whore with stupid weak weapons against heavy armor and wall hope everything

Subject: Re: in regard to the points fix
Posted by [w0dka](#) on Tue, 05 Aug 2008 18:10:54 GMT
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In my experience, playing on pointfix pulbic servers is now much more fun. Cause the standart 10
havocs/25players is no longer present. Ref down is now a hard slowdown. But it is playable and
fun.

I fully support pointfix. Please do not make it optional. Or you will end up to do everything
balancingrelated optional. Gamingsucess should be comparable and a good experience on every
server.

Subject: Re: in regard to the points fix
Posted by [bly](#) on Tue, 05 Aug 2008 19:03:49 GMT
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ok so there wont be a separate ladder?

so just make it optional anyways, as i'd like to play on a server with the way ren came in the box.

Subject: Re: in regard to the points fix
Posted by [saberhawk](#) on Tue, 05 Aug 2008 19:30:31 GMT
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bly wrote on Tue, 05 August 2008 14:03ok so there wont be a separate ladder?

so just make it optional anyways, as i'd like to play on a server with the way ren came in the box.

So don't install 1.037

Subject: Re: in regard to the points fix
Posted by [gkl21](#) on Tue, 05 Aug 2008 20:30:49 GMT
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Saberhawk wrote on Tue, 05 August 2008 14:30bly wrote on Tue, 05 August 2008 14:03ok so

there wont be a separate ladder?

so just make it optional anyways, as i'd like to play on a server with the way ren came in the box.

So don't install 1.037

...and a server that has literally nothing then the FDS installed. No scripts or anything.

If someone really wants it off that bad, they can learn C++ and use the give_points and give_money calls to simulate the bug...

All of you don't like RenGuard, but yet have it on because it's apart of your Regulator. This isn't different. ... And even to disable RenGuard on your regulator, you are required an extra file. What is the difference? None.

Subject: Re: in regard to the points fix
Posted by [bly](#) on Wed, 06 Aug 2008 00:50:20 GMT
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ok, let me rephrase, i want to play on a server with the points the way they came in my box.

Subject: Re: in regard to the points fix
Posted by [liquidv2](#) on Wed, 06 Aug 2008 03:44:53 GMT
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Quote:The half points fix is not a compromise at all, it doesn't change anything to our arguments.not everyone agrees with your arguments

Quote:We're not after the gameplay effects, we are against intentionally creating a bug and adding cluttered code. Perhaps you think these reasons are minor, but coders apparently think differently judging from the unanimous vote for not having the bug optional in TT. You seem to demand us to make this feature optional yet you think it is wrong for us to force it being mandatory.we don't want it mandatory; you can't expect everyone to be happy with changing something that's worked fine for them for over six years
the fact that it hasn't for you doesn't matter to them, which is why not everyone wants your pointmod forced with the new patch

Quote>Note that we did not fix the bug, we rewrote the points system to work properly without the bug. It's not simply "not applying the fix". Also note that we have given multiple ideas on how to maintain the cashflow which we think are fair alternatives and compromises but so far you have mostly ignored those.the multiple ideas you proposed wouldn't help; they would just create new problems needing new solutions

if you didn't change a thing it would be fine with many people, and, really, no one is making you play on a server with a "bugged" point system if you don't want to

Quote:We have already stated that we will reconsider what we will need to do during beta testing, and that it is likely that there will be some separate pointsunfix. This discussion will get you nothing more than that, and that's why I stopped replying on this topic.translation: we're still going to force the pointmod on you if EA puts this patch through, even if we have to lie to them in order for that to happen

after we're done testing we might offer a way for you to get your original renegade points system back

i have one question that has not been answered: who made you in charge of balancing renegade? not everyone wants this, and you're using the anticheat and bug fixes as unfair leverage in the entire argument

if a server clearly doesn't want you to change their gameplay then why are you going ahead and doing it anyways? is it because you think you know better than them? it obviously means something to some people if it's kept this topic going for this long, so please consider that

Subject: Re: in regard to the points fix

Posted by [saberhawk](#) on Wed, 06 Aug 2008 05:12:39 GMT

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liquidv2 wrote on Tue, 05 August 2008 22:44Quote:The half points fix is not a compromise at all, it doesn't change anything to our arguments.not everyone agrees with your arguments

Quote:We're not after the gameplay effects, we are against intentionally creating a bug and adding cluttered code. Perhaps you think these reasons are minor, but coders apparently think differently judging from the unanimous vote for not having the bug optional in TT. You seem to demand us to make this feature optional yet you think it is wrong for us to force it being mandatory.we don't want it mandatory; you can't expect everyone to be happy with changing something that's worked fine for them for over six years

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if a server clearly doesn't want you to change their gameplay then why are you going ahead and doing it anyways? is it because you think you know better than them? it obviously means something to some people if it's kept this topic going for this long, so please consider that

We should probably stop influencing gameplay by fixing things like bluehell, improving performance, reducing lag, etc... I mean, it's been fine the way it is for over 6 years, right?

Subject: Re: in regard to the points fix

Posted by [Goztow](#) on Wed, 06 Aug 2008 06:45:41 GMT

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@Liquid : beta testing will be done by players who download and install the patch. Pushing the patch through by EA will only happen after beta testing proves to be successful and gets the necessary community support.

That's why this discussion should now end and be retaken when beta testing is done. Then different solutions that were proposed in here can be tested and people will actually see the effects instead of presuming what effects might be.

Subject: Re: in regard to the points fix

Posted by [StealthEye](#) on Wed, 06 Aug 2008 09:41:59 GMT

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Quote:i have one question that has not been answered: who made you in charge of balancing renegade? not everyone wants this, and you're using the anticheat and bug fixes as unfair leverage in the entire argument

if a server clearly doesn't want you to change their gameplay then why are you going ahead and doing it anyways? is it because you think you know better than them? it obviously means something to some people if it's kept this topic going for this long, so please consider thatWe can't make everyone happy with every single feature. What you don't seem to understand is that making something optional doesn't imply everyone is happier. I have heard as many people who want to make it optional as who want to have it mandatory. Also you are completely ignoring the coding aspects. Can't blame you for that since I guess you don't code yourself, but you can't just ignore us because we have reasons you don't understand or because you only care for the patch and not for its coding. Because I can tell you that the quality of the code directly influences the quality of the patch.

tbh, I think the people that read all of this long topic, have actual arguments for what they say and

still want it to be optional are little cooperative finding a solution. We already stated that there is little chance for the points fix to be optional in the patch, however provided with alternative solutions such as a standalone pointsunfix which will do exactly what you want. I don't see why this discussion is still going, because you already have a solution that should be enough to get the old, flawed system back.

Subject: Re: in regard to the points fix

Posted by [_SSnipe_](#) on Wed, 06 Aug 2008 09:49:09 GMT

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StealthEye wrote on Wed, 06 August 2008 02:41Quote:i have one question that has not been answered: who made you in charge of balancing renegade? not everyone wants this, and you're using the anticheat and bug fixes as unfair leverage in the entire argument
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well said

Subject: Re: in regard to the points fix

Posted by [Goztow](#) on Wed, 06 Aug 2008 09:52:03 GMT

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Now I'm really closing this topic until beta test gets back up. You made me reopen it once and IMO nothing new came out.

We'll open a new topic about it once beta testing starts. Don't make a new topic to continue this same discussion, please, unless yit contains something really revolutionary.
