Subject: Fixing... Points?
Posted by kong009 on Fri, 15 Aug 2008 21:52:05 GMT
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Hey Guys,

I want to say thanks for all the time and effort you've spent on making this new patch for the game we all play and enjoy. I am looking forward to the improved anti-cheat measures and enhanced performance.

I agree with fixing, if possible, all the "bugs" and "glitches" you can find. Chuck Norris says this:

Quote:If something is identified as a bug, glitch, or exploit, and it's either common sense or can be proven it is such, I think we should all agree to add it to the fix (if possible) list no matter what (unless it's a seriously insignificant bug) and not argue about what we want, because that guarantees fighting. A bug is a bug and should be corrected. Something that wasn't intended to be should not be, and that's what the patch is about. The points fix is an exception, but I still say make it mandatory and leave the exclusion of the fix for a separate "points unfix.dll" so that it at least has an alternative since it is such a big focus for everyone, but it is technically a bug so it should be fixed within the patch itself.
I agree with everything, and I daresay there isn't anyone who doesn't. But penalizing servers who choose to use "unfix.dll" by excluding them from the main ladder is what I've been hearing from Spoony over in the Jelly forums, and I absolutely don't understand that at all.

Why is it necessary to force the pointsfix onto servers like this? By including it in the patch and in turn making the patch mandatory for all servers, then there won't be any servers left without the pointsfix, which leaves no alternative.

If you are indeed promoting improved gameplay, I think you should really consider making changes to the pointsfix as it is now before it is fully implimented. Spoony has proposed a "Half-Pointsfix" that would potentially seperate points and credits earned from shooting at a green-health tank (sorry Spoony if I said something about it before you had a chance to ask about it yourself). This is the perfect solution, and I hope you all will try to persue it.

Thanks for taking the time to read this post.

kong009
Jelly-Server Moderator

Subject: Re: Fixing... Points?
Posted by saberhawk on Fri, 15 Aug 2008 22:15:51 GMT
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kong009 wrote on Fri, 15 August 2008 16:52Hey Guys,

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Quote:If something is identified as a bug, glitch, or exploit, and it's either common sense or can be proven it is such, I think we should all agree to add it to the fix (if possible) list no matter what (unless it's a seriously insignificant bug) and not argue about what we want, because that guarantees fighting. A bug is a bug and should be corrected. Something that wasn't intended to be should not be, and that's what the patch is about. The points fix is an exception, but I still say make it mandatory and leave the exclusion of the fix for a separate "points unfix.dll" so that it at least has an alternative since it is such a big focus for everyone, but it is technically a bug so it should be fixed within the patch itself.
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Thanks for taking the time to read this post.

kong009
Jelly-Server Moderator

In order for the ladder to be function correctly as ladder of skill, variables other than skill need to be constrained. Points given is one of those variables. If we do not exclude *all* servers that have any modification to the number of points given, the ladder could be exploited by servers which give 10000 points per damage point given.

Subject: Re: Fixing... Points?
Posted by kong009 on Fri, 15 Aug 2008 22:19:28 GMT
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This argument is irrelevant if you seperate points and credits. What I'm saying is finding a way to limit points as in the pointsfix but leave credits pre-pointsfix.

Like I said, all I want is for that possibility to be considered.

Subject: Re: Fixing... Points?
Posted by saberhawk on Fri, 15 Aug 2008 22:30:17 GMT
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kong009 wrote on Fri, 15 August 2008 17:19This argument is irrelevant if you seperate points and credits. What I'm saying is finding a way to limit points as in the pointsfix but leave credits pre-pointsfix.

Like I said, all I want is for that possibility to be considered.

The argument then becomes "Why is that Havoc getting 100 credits when he's doing 1 damage and I'm getting 50 credits for 100 damage?" (Yes, the numbers are wrong, but this is only an example.) This points<->credits unbalance would lead to players being scolded for buying a strong vehicle pretty much the same way they are now, except now for giving the enemy credits.

Subject: Re: Fixing... Points?
Posted by kong009 on Fri, 15 Aug 2008 22:49:40 GMT
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What is wrong with people getting more credits? Can't we agree that more credits = more fun = more players in the server?

Sounds to me like you are sacrificing objectivity for a too-strict policy that is being objected to by a vast majority of the players that still play this game.

Why even bother having forums if you won't even consider what I'm saying and evaluating the potential of a "half-fix?"

Subject: Re: Fixing... Points?
Posted by saberhawk on Fri, 15 Aug 2008 23:02:29 GMT
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kong009 wrote on Fri, 15 August 2008 17:49What is wrong with people getting more credits? Can't we agree that more credits = more fun = more players in the server?

Sounds to me like you are sacrificing objectivity for a too-strict policy that is being objected to by a vast majority of the players that still play this game.

Why even bother having forums if you won't even consider what I'm saying and evaluating the potential of a "half-fix?"

There's nothing wrong with people earning more credits by playing the game.

The issue is with the players that are constantly grinding as a Havoc or Sakura shooting at heavily armored vehicles to "earn" credits and it leads to other adopting the same passive tactics resulting in boring games where a majority of the people aren't really helping their team to win...

Earning credits in proportion to the amount of damage you do discourages that "tactic" and leads to more actual teamwork.

Subject: Re: Fixing... Points?
Posted by kong009 on Fri, 15 Aug 2008 23:27:22 GMT
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So that's it then? You won't entertain the idea or even commit to doing some testing to that effect? There are many other ways to confront the obvious unpopularity of the pointsfix to make it a little more appealing, I am merely suggesting one I think might be the best.

How else do you plan to make the community feel better about it, if at all? Because right now all you have to do is take a look around at your forums and ours to see that people are unhappy.

If you think fixing a few bugs and glitches that we've played the game with for the last six years is a fair trade off for DRASTICALLY changing the gameplay, I think you might want to ascertain if that is a valid assumption, as I have certainly not seen any of you ask the community anything to that effect.

Subject: Re: Fixing... Points?
Posted by _SSnipe_ on Fri, 15 Aug 2008 23:32:41 GMT
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im all for point fix...

Subject: Re: Fixing... Points?
Posted by Goztow on Fri, 15 Aug 2008 23:46:35 GMT
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If the points are really the same, then I don't really see a problem to this. If a server starts with 350 starting credits, u have the same kind of "falsification" of the ladder. We shouldn't go all to extreme. So as long as gained points are the same, I wouldn't mind it.

Subject: Re: Fixing... Points?
Posted by StealthEye on Fri, 15 Aug 2008 23:50:21 GMT
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The half points fix does nothing more than half fix it. It's still bugged, the same arguments apply, just half as much because the bug is cut in half. There is no difference at all in our arguments. It's a compromise that is worse than either of the original options, so why even consider it? I would rather have a full points fix or none at all, but not a half solution.

I don't agree with banning points fix servers from the ladder unless everything that is not vanilla renegade with predefined settings is not counted towards the ladder. There are more important factors in the points calculation that cause unfairness in the ladder that make the changes due to the points fix insignificant. With the current ladder system, and probably with future ladder system as well.

Subject: Re: Fixing... Points?
Posted by msgtpain on Sat, 16 Aug 2008 00:19:59 GMT
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Saberhawk wrote on Fri, 15 August 2008 18:15In order for the ladder to be function correctly as ladder of skill, variables other than skill need to be constrained. Points given is one of those variables. If we do not exclude *all* servers that have any modification to the number of points given, the ladder could be exploited by servers which give 10000 points per damage point given.

So, just out of curiosity, because I don't think I've seen the question or read the reply (forgive me if it's already out there)... It "seems" to me that the sole intent of this pointsfix is to make the ladder "fair".. so all servers reporting to it are on a level playing field.

If this is true, I can assume that you will also require all servers to have the exact same 'other' settings. i.e.;

Player Count
Starting Credits
Time Limit
Weapons Drop
Special Crates
Ped Beacon
Donate restrictions
etc.

As well as make them all conform to the same rules such as "allow or disallow hill camping on hourglass", etc.

I can only assume that your reply will be a resounding "yes" to these questions, as any single one of them can have an impact on how a player may score in any game, on any server.

Disarming a beacon provides 300 points to the disarmer, and robs the person planting it of up to 750 points. How can you legitimately "ask the community" if you should fix outside PT's, knowing full well that it is INDEED a bug, and it drastically affects both the potential outcome of a game as well as the individual points of the players involved?

Your arguments about all of these items seem just a little disingenuous and more self serving to me, sorry.

Edit Below------
I didnt' read far enough I guess... You pretty much answered my own questions before I even asked them.

Quote:The issue is with the players that are constantly grinding as a Havoc or Sakura shooting at heavily armored vehicles to "earn" credits and it leads to other adopting the same passive tactics resulting in boring games where a majority of the people aren't really helping their team to win...

The bottom line is this "pointsfix" eliminates the ago-old argument that about 7 people have continually complained about over the years.. "tank sniping".

The amount of points you no longer get is completely negligible (an opinion backed up in an above post by stealtheye) when compared to all the other items everyone is completely ignoring. The bottom line is, the people that have bitched about "tank sniping" have finally found an avenue to getting their way after all these years... In my opinion, that's all this has ever amounted to.

If you force the pointsfix to every server, whatever.. I'm still going to shoot at your orca and MRLS, and you're still going to bitch about it every time I do it.. And I'll still be close to one of the top scorers in the game, cause I kill a lot of high credit characters at the same time..

Just stop with the propaganda about how this is the "only way" to make a fair ladder.. because it's complete and utter nonsense as long as you ignore all the other items above, and you know it.

Subject: Re: Fixing... Points?
Posted by trooprm02 on Sat, 16 Aug 2008 00:48:49 GMT
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Actually...in most bigger public servers, you don't even see havocs shooting at lights/meds and heavy armored vechiles, because most don't even know about this "green health glitch". What you do see, is havocs shooting buggies, arties, etc and they actually do damage, and for this reason (the fact its a minor issues), there is no need what so ever to bother this heavily (9+ page topics) about it, since ingame it only causes a minor disturbance so just leave it as it is...

Subject: Re: Fixing... Points?
Posted by StealthEye on Sat, 16 Aug 2008 02:01:47 GMT
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Played normally, it indeed has little effect. However it can be exploited easily to gain credits quickly, which is nonsense. If you were supposed to be able to get credits in such a cheap way, surely they would have made the ref give out more credits per second.

But indeed, it's not worth 9 pages of nonsense. I'm pretty sure noone would have noticed the points fix if they were not told about it, as long as they did not abuse it by shooting the harv with a soldier/sniper to get credits&points quickly.

The reason we started a poll about the PT issue and not about the points fix is because we think the PT issue has a much bigger impact on the gameplay. The points fix has far less, which is why people were asked to give valid reasons not to have it. The topic resulted in little valid reasons, the only thing that was slightly valid was that it would be harder to get credits in marathon games when the ref died. We proposed nonbuggy solutions to that but the only response was that TT was supposed to just recreate the points bug. No cooperation whatsoever and no clear reasons why the bug should stay resulted in us deciding making it mandatory, and ongoing insists about wanting it finally got us to make a nonofficial hack to recreate the bug once the beta was done. It's clearly different from the PT bug that does without doubt influence the gameplay significantly (I don't think anyone will disagree there?). Hence the different approach: a poll to ask whether people want the gameplay change or not.

I can't say I agree with the poll though. I think it usually leads to more problems than the best solution. Especially since the community is not very well represented here (a lot of players probably do not even know this place exists). Asking how something should be done here is similar to asking one country on how the whole world should be improved. I would have done it in a different way, but I can see why TT did it this way.

As mentioned before, two of TT's goals are changing as little as possible to the gameplay and fixing as many bugs as possible. But as soon as these conflict, the result is not predefined.

Subject: Re: Fixing... Points?
Posted by gkl21 on Sat, 16 Aug 2008 02:22:42 GMT
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Once again, do you agree that when you have no money, you go out to field and get ridiculous amount of credits / points for shooting a light tank, mammoth, or medium tank? Get a useful unit, repair a building, sneak upto the vehicle from the back, (see spoony's list basically). Help your team in a useful way and become a team player!

Why should the half-point fix (points = fixed, credits unfixed) not be counted towards the ladder? In my opinion, due to the original design of the ladder system, still getting an extra amount of credits and same points leads to an unfair advantage for the ladder points. This is by abling people to 'defend/attack more' due to glitch, thus getting more points because you can spend it on units, sending a wave back and forth, killing more units, etc. The core part of renegade should all be the same in order to qualify, this does not include bots of anykind.

Then, if a server uses a bot to regulate extra points / credits, the people incharge of the ladder will then decide if it's a valid concept or not.

I think out of msgtpain's list of server settings, the biggest factor would be the player count. The rest seem to be minor (to a point). But if everyone knew how to ladder actually calculated the points, people would abuse it (that I can forsee from a few people).

(This part not directed to anyone) Also for people when complaining, if you don't like something, then just don't be a whiner, provide a valid reason and possible solution. Maybe your posts won't be so useless. So far all I been seeing is the people "for" something that have found possible solutions to make all the whiners happy.

Edit:
Regarding the donating, this does not matter whatsoever. Your team total credits remain the same, but all the other factors modify this number.

Subject: Re: Fixing... Points?
Posted by kong009 on Sat, 16 Aug 2008 03:39:19 GMT
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Greg my main objection to the pointsfix is it being employed on Marathon servers. Clearly it is not in the interest of speeding games up when you diminish the amount of credits people can get. Now those 5+ hour-long no refinery Islands matches are going to last even longer.

Furthermore, if you increase starting creds in a pointsfix game, how do you prevent exploitation of that? I could see somebody joining a no-ref game getting 350 creds and donating them to a teemmate, leaving, joining on a different name, donating again, etc.

btw, how can you say donating doesn't matter? In a tight game, limited creds, a team might be able to pool its resources and buy a nuke that might win it, yet it has the same number of team credits.

Subject: Re: Fixing... Points?
Posted by msgtpain on Sat, 16 Aug 2008 05:23:42 GMT
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I completely disagree with you GKL.. if the goal of the ladder is to make it 'fair' across all servers that participate, then a player being able to buy a 1000 credit char, or a med tank when they normally wouldn't have been able to is a significant change to how that player "played"..

How can you not agree that this could potentially cause people to migrate only to donate servers, or only to donate servers with a 50 player count, and how does their "skill" measure up to the other players that don't have the opportunity to share credits with their team mates, etc?

Unless you force every player, on every server that joins the ladder to be on exactly equal playing ground, you can never accurately measure their skill against one another.. it just isn't possible.

Subject: Re: Fixing... Points?

Posted by Goztow on Sat, 16 Aug 2008 08:00:51 GMT
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I think everyone can agree with my post, now let's stop until we restart this whole discussion! Please?

Subject: Re: Fixing... Points?
Posted by Jellybe4n on Sat, 16 Aug 2008 12:24:18 GMT
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It's pointless arguing with people who think logic is the answer to everything. Sometimes the illogical is more fun, but don't let that get in the way of what matters. It's a bug, and it's the sworn duty to fix it, no matter how many people think otherwise.

I gave up even trying a while back. There's plenty of people who do not want the point fix to be mandatory, however it's a big fuck you to all those people it seems.

Subject: Re: Fixing... Points?
Posted by Jellybe4n on Sat, 16 Aug 2008 12:26:10 GMT
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Goztow wrote on Fri, 15 August 2008 19:46If the points are really the same, then I don't really see a problem to this. If a server starts with 350 starting credits, u have the same kind of "falsification" of the ladder. We shouldn't go all to extreme. So as long as gained points are the same, I wouldn't mind it.

This is the most evenly balanced view I've seen, pitty the self imposed team deciding the fate of the game think otherwise.

Subject: Re: Fixing... Points?
Posted by jnz on Sat, 16 Aug 2008 13:17:34 GMT
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For this ladder to be fair, all the servers would need to be exactly the same. That would completely defeat the purpose of multiple servers.

Subject: Re: Fixing... Points?
Posted by gkl21 on Sat, 16 Aug 2008 15:45:42 GMT
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ok... quote time

Quote:Clearly it is not in the interest of speeding games up when you diminish the amount of credits people can get. Now those 5+ hour-long no refinery Islands matches are going to last even longer.

Try to get more people to play as a team, meaning rushing, donating all to a few players to get higher up units, etc.

Quote:Furthermore, if you increase starting creds in a pointsfix game, how do you prevent exploitation of that?

There is also a time factor calculated within the ladder (if it was not changed). The games should last shorter for those who have starting credits, but that only happens, I'll say 40% of the time. I don't think starting credits affects it too much, but yet, I haven't tested that aspect yet.

Quote:I could see somebody joining a no-ref game getting 350 creds and donating them to a teemmate, leaving, joining on a different name, donating again, etc.

I aswell; infact it has happened. This is clearly a matter of how the server is being moderated in order to use this "backdoor to credits". I know most places do not allow this kind of activity.

Quote:btw, how can you say donating doesn't matter? In a tight game, limited creds, a team might be able to pool its resources and buy a nuke that might win it, yet it has the same number of team credits

Congratulations for using teamwork! I'm moreso stating the core part of renegade should be the same.

Quote:if the goal of the ladder is to make it 'fair' across all servers that participate, then a player being able to buy a 1000 credit char, or a med tank when they normally wouldn't have been able to is a significant change to how that player "played"..

Being more careful is onto the strategy side of things. (How it's being played)

Quote:how does their "skill" measure up to the other players that don't have the opportunity to share credits with their team mates, etc?

Everyone seems to have their own definition of skill. I've seen people be gunners, havocs, or tank hitting builing all game and all three seperate instances got then higher (and in other games lower) then others. It evens out throughout the games.

Quote:It's pointless arguing with people who think logic is the answer to everything

Logic? I've played both and do find with the pointfix on it is more fun since you actually have teammates not 'monkeys' running around. Logic and testing is the answer .

Quote:For this ladder to be fair, all the servers would need to be exactly the same. That would completely defeat the purpose of multiple servers.

Technically yes.

In the end, the ladder calculation is done to Westwood's formula (how it suppose to be with the pointfix on anyway).

Back to the original post, points calculated the same, ladder it. Other variables most likely will have a factor, but how much? Only time / testing will tell (I don't think other variables will too much -> to an extent).

This will probably turn into another 10 page essay...

Subject: Re: Fixing... Points?
Posted by Homey on Sat, 16 Aug 2008 18:53:59 GMT
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The point is if you're going to make a fix mandatory to be on the ladder in the name of "fairness" you damn well better make everything else the same too. It doesn't matter how big or small of a difference any extra credits/donating options etc will make. We should all have no skins, no advantages and every server on the ladder should be the exact same. This of course is using their logic.

Subject: Re: Fixing... Points?
Posted by saberhawk on Sat, 16 Aug 2008 19:28:25 GMT
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Homey wrote on Sat, 16 August 2008 13:53The point is if you're going to make a fix mandatory to be on the ladder in the name of "fairness" you damn well better make everything else the same too. It doesn't matter how big or small of a difference any extra credits/donating options etc will make. We should all have no skins, no advantages and every server on the ladder should be the exact same. This of course is using their logic.

What *I* think about the ladder really doesn't matter, as I am not a balance coordinator or gameplay programmer. Unfortunately, I forgot to mention that...

Subject: Re: Fixing... Points?
Posted by StealthEye on Sat, 16 Aug 2008 19:33:54 GMT

Really Jelly. You don't see to understand that the half points fix is NOT a compromise between points fix and no points fix. Like I posted, the code wise problems are still the same. I'm sure you still prefer the original points bug over the half points fix, so I wouldn't even consider this an option.

Quote:It's pointless arguing with people who think logic is the answer to everything. Sometimes the illogical is more fun, but don't let that get in the way of what matters. It's a bug, and it's the sworn duty to fix it, no matter how many people think otherwise.

I gave up even trying a while back. There's plenty of people who do not want the point fix to be mandatory, however it's a big fuck you to all those people it seems.There are plenty who want it mandatory as well, not having it mandatory would be just as big of a fuck you to those. This argument really applies to both sides and thus is completely invalid. I just have to replace words and your post is just as valid, but clearly supplies "arguments" for the opposite opinion.Quote:It's pointless arguing with people who think illogical fun is the answer to everything. Sometimes the logical is more fun, but don't let that get in the way of what matters. It's always been like that, and it's the sworn duty to keep it like it is, no matter how many people think otherwise.

I gave up even trying a while back. There's plenty of people who do not want the point fix to be optional, however it's a big fuck you to all those people it seems.

I repeat, making it optional gives both those who want to be able to use it and those who do not want to use it what they want, however it does not give those who want it mandatory what they want. Making things optional is not a solution everyone can live with.

But yeah, I'm going to do exactly what you did a while back. I'll give up posting because there is no way I can convince you.

Subject: Re: Fixing... Points?
Posted by kong009 on Sat, 16 Aug 2008 21:08:14 GMT

Because an argument works one way doesn't mean the converse also works. The flaw with saying the pointsfix should be optional and that it's a big fuck you to the people who want it is this: the only people who want it are the people developing the patch, and you are the minority. Please remember that.

You are failing to see the reality that (and I'm guessing from what I've seen both here and in Jelly forums) 90% of the Renegade-playing community DO NOT WANT the pointsfix. You at the very least do not acknowledge that, even though the threads with polls and opinions are all over the place. You are also failing to consider the ramifications of implimenting a mandatory pointsfix that the majority of players don't agree with, whether that is drastically lowering your player count or making some Renegade servers fail completely.

Bringing down servers entirely, well, that's not an illogical argument against the pointsfix, is it?

Subject: Re: Fixing... Points?
Posted by cmatt42 on Sat, 16 Aug 2008 21:14:22 GMT
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kong009 wrote on Sat, 16 August 2008 16:08the only people who want it are the people developing the patch, and you are the minority.

I'm not developing anything, let alone the TT patch. I don't think you're actually reading anything, or you're grossly exaggerating facts and figures to suit your opinion. I still want to see some solid reasoning from this "majority" of players against it.

Subject: Re: Fixing... Points?
Posted by Goztow on Sat, 16 Aug 2008 21:17:43 GMT
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Bleh, this has been discussed, I don't feel like another 9 pages of this. During beta it will be tested and decided. Until then: topic closed, just like the other one.

Subject: Re: Fixing... Points?
Posted by Crimson on Sun, 17 Aug 2008 06:26:05 GMT
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To say that the majority of the community is against the points fix is a blatant falsification of non-existent data. My server is still one of the most popular servers and I've been running the fix on my server for over a year now. If the majority of the players didn't want the fix, quite obviously my server would be dead.

You are also arguing the ladder in its CURRENT STATE. This is a bad argument as well. The formula used to calculate the ladder will be revamped as part of the TT projects.

- Player Count

Even the current ladder takes that into account so why mention that?

- Starting Credits

Since all players have the same starting credits, there is no need for this to impact the ladder score.

- Time Limit

Even the current ladder takes that into account so why mention that?

Weapons Drop

- Provide clear and distinct evidence that SSGM weapon drop benefits one team over another and

this feature can be one of the things that disqualifies a server to be on the ladder.

Special Crates

- I agree that special crates shouldn't let a server compete on the ladder.

Ped Beacon

- Provide clear and distinct evidence that ped beacons benefit one team over another and this feature can be one of the things that disqualifies a server to be on the ladder.

Donate restrictions

- We are already considering imposing donate restrictions for competing on the ladder.

Since there is no dispute that the points fix balances the game and that unfixed servers provide a disadvantage for certain sides on certain maps, I don't see why it should even be argued at all that servers that want to operate in a way that disadvantages one team should be able to compete on a properly configured skill-based ladder.

Subject: Re: Fixing... Points?
Posted by Spoony on Sun, 17 Aug 2008 07:01:16 GMT
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^^ I concur with most of this post... most.

- Player Count
Even the current ladder takes that into account so why mention that?
yes, although I have been mulling over the idea of having a player 'cap' of, say, 40 - servers bigger than that could absolutely still be laddered, but the top players would get their ladder as though the server was 40-players big.
that's just my own thinking though, I haven't consulted anyone else about that yet so don't take it as set in stone.

- Starting Credits

Since all players have the same starting credits, there is no need for this to impact the ladder score.
THIS is the bit I must disagree with. I've made the point many times (mostly on n00bstories forum) that starting credits misbalance the game quite a bit. less than 150 or so is OK, more than that and you just get arties too fast, which basically trumps everything. GDI needs to delay arties in order to survive, and they can only really do that when the starting credits are low.
in the ladder-team private forum I've long advocated having a max starting credits of 150 for laddered servers; any more than that and Nod's gonna win the significant majority of games, just you watch.

- Time Limit

Even the current ladder takes that into account so why mention that?
^ true

Weapons Drop

- Provide clear and distinct evidence that SSGM weapon drop benefits one team over another and this feature can be one of the things that disqualifies a server to be on the ladder.
hmmmm.... debatable, perhaps...

Special Crates

- I agree that special crates shouldn't let a server compete on the ladder.
amen to that

Ped Beacon

- Provide clear and distinct evidence that ped beacons benefit one team over another and this feature can be one of the things that disqualifies a server to be on the ladder.
absolutely true. they don't misbalance the game at all unless it's a very small game (like 6 players or less)

Donate restrictions

- We are already considering imposing donate restrictions for competing on the ladder.
amen to that. !donate in the early game is just wrong, it totally changes the way the game is played (far more so than the pointsfix does). early !donate simply shouldn't be in laddered games... certainly the first five minutes.

Subject: Re: Fixing... Points?
Posted by CarrierII on Sun, 17 Aug 2008 08:52:12 GMT
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Donate
Yeah, donating in the first 5 minutes = APC rushes every game. This means whichever team has the higher count of server regulars and/or skilled players (IE, whichever is more likely to get faster !donate teamwork going) will probably win the game due to a successful early APC rush.

!donate after the first 5 minutes is fine (Try Jelly servers for an example of this, I'm sure there are others)

Marathon servers
These are going to have to find alternative credit earning systems. TBH, it's fairer on new players to have a constant stream of credits (slow, and not-ref dependant, say 1 cred per 2 sec) as well as Ref (if it's alive) etc. This is more easily understood by someone new, who will think "Oh, I get a constant income + more if I have a ref and harvester etc". Imagine not understanding Ren's gameplay fully (and it's complex, which is why we all play I'm sure) and then finding that your

whole team (who are sniping the enemy harvester, what... "SNIPING THE ENEMY HARVESTER?!") have more credits then you do. That makes no sense to a newcomer, who will become frustrated with the lack of credits, and leave.

Non-marathon servers
I will simply mention again the issue with people buying mammoths (or anything else expensive, but not effective) and then getting yelled at for making an investment that doesn't pay off (not that they were aware, standard PC game gameplay, and standard C&C gameplay can revolve around powerful units (IE: Mammoths. Yes, it can revolve around more, less powerful units, but that's not the point here) therefore the person who just picked up ren, having played some other game will think "I'll save for that pretty $1500 mammoth and go pwn Nod". What happens:
NewPlayer01: "I've got a mammy"
People who are used to points imbalance: "YOU IDIOT. GTFO!"

Ok, I might have overdone the reaction, but the reaction is not exactly friendly, few I imagine take the time in a time constrained game to explain that mammoths aren't worth it and the new player is left feeling confused and unwelcome. Should we encourage that?

Subject: Re: Fixing... Points?
Posted by Goztow on Sun, 17 Aug 2008 11:41:05 GMT
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!donate restrictions should be set in relation with starting credits! Donate is absolute fair in the first minutes of a 8v8 game with 0 starting credits! There's still a game start with 0 characters and balance between Nod and GDI.

!donate in starting minutes only disbalances the games when there's starting credits and/or a huge amount of players that would all donate to the same player (read: doesn't happen in public servers).

I'm simplifying it a bit, but it's the principle that counts for me: !donate restrictions should be set in relation with starting credits.

Subject: Re: Fixing... Points?
Posted by =HT=T-Bird on Sun, 17 Aug 2008 13:24:13 GMT
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A formula that could be tried for computing donate restrictions based on starting credits: donate restrict time (in minutes) = starting credits/50. Easy enough, no?

Also note that donate restrictions may not apply to all servers (BI1 will not let you donate starting credits so a time based donate restriction isn't needed for that server to be laddered).

I'm surprised nobody mentioned taking sniper/co-op/CTF/DM/... servers off the ladder, although it should be done. Sniper games are very low-scoring and unreflective of AOW performance (and yield very few ladder points anyhow), while Co-Op games tend to yield insane amounts of points for killing loads of bots, which skews ladder scoring in the opposite direction.

Finally, as far as modified crates go, are you talking about crates beyond the Renegade stock set (ammo refill/100-200 credits)? Or are you talking about non-SSGM crates? The former would leave, like, 1 server (TK2) on the ladder, while the latter might just tick a few people (BC?) off.

Subject: Re: Fixing... Points?
Posted by msgtpain on Sun, 17 Aug 2008 13:58:15 GMT
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Crimson, I mention it because I believe that you are crossing logical points with your arguments, and aren't looking at the bigger picture.

Please explain to me what the "pointsfix" does to balance the ladder. As I've always understood it, it simply allows a SINGLE person to receive more points than they should, which artifically inflates the way their skill looks based on the current ladder. As it stands, points trump everything, that is the main goal, that is how you get ladder points.

If your argument is that the pointsfix unfairly balances a "team" on a certain map, you're goign to have to explain that a little better, I'm having a hard time invisioning how one team would have an easier time shooting at the harvester on a map early in the game, or how only one team of snipers can shoot at tanks all game.. that argument seems a little shallow.

Regardless, the ladder isn't representative of a "teams" skill.. it ranks "people". I'm sure there are some maps that people feel don't allow them to win, and some sides on some maps that they would never play. How will you provide a means to ensure that they don't leave these games, so their ladder isn't negatively affected?

And, how you can say that "the current ladder already takes care of that" is beyond me. I do understand that you are changing the way the ladder works, but since no one is explaining how, we're left to discuss what we know. and right now, there is no way you could convince me that the top scorers on the ladder do not come from high player count, no time limit servers. They always have; and if you believe that the "current ladder already takes care of that" then I can only assume you're not sitting down thinking of how you can eliminate the bias that the current ladder has for these servers.

People will find a way to exploit even your new ladder. They will realize that they need to kill a certain number of people, as well as score a certain number of points, and that they will get a skill bonus based on how many tanks or buildings they kill, etc.. Then they'll still leave the games that

don't provide them with the best layout of these items.

As for weapons drop? How many points do I get for killing a sakura in a game? The way it is, a shitload compared to some of the other things I could be doing.. If I don't even have to buy a weapon, not earn or spend a single credit, and I can still be given the opportunity to pick up someone elses sniper rifle and start taking down 1000 credit chars from across the map. How on earth can you wonder how this can unfairly affect my score, and at the same time dig your heels in about the miniscule points the average players gets without the pointsfix? Like I said in a previous post, your arguments are disingenuous at best.

Subject: Re: Fixing... Points?
Posted by trooprm02 on Sun, 17 Aug 2008 18:08:03 GMT
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Just an interesting fact....with the points fix, you would get more points for killing a sakura than a stank. If this points logic makes sense, then you must be pro-pointsfix. If not, then....

Subject: Re: Fixing... Points?
Posted by Herr Surth on Sun, 17 Aug 2008 18:16:22 GMT
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trooprm02 wrote on Sun, 17 August 2008 13:08Just an interesting fact....with the points fix, you would get more points for killing a sakura than a stank. If this points logic makes sense, then you must be pro-pointsfix. If not, then....Wow, did you think that up yourself?

Another interesting fact: In Renegade, a Patch costs more than a Gunner. If this makes sense, you must be pro renegade!
I TOTALLY dont know what I wanted to say with that, anyway, Spoony already refuted that on cw.cc (you know, where you read that argument and thought "WOW LOL MAYBE I CAN CONVINCE NOBS ON RENEGADE FORUMS WITH IT").

Subject: Re: Fixing... Points?
Posted by Goztow on Sun, 17 Aug 2008 18:16:44 GMT
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A sakura is more expensive than a stank... I didn't test if what you said is correct, though.

Subject: Re: Fixing... Points?
Posted by Herr Surth on Sun, 17 Aug 2008 18:24:26 GMT
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Quote: I didn't test if what you said is correct, though. what are you talking about?

Subject: Re: Fixing... Points?
Posted by Goztow on Sun, 17 Aug 2008 18:40:00 GMT
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It was in reply to the points u get for killing sak >< stank

Subject: Re: Fixing... Points?
Posted by StealthEye on Sun, 17 Aug 2008 19:22:06 GMT
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Goz, with points fix, the rule total kill points = cost / 10 applies for all units. Except for free ones and the harvesters/buildings that is.

Subject: Re: Fixing... Points?
Posted by trooprm02 on Sun, 17 Aug 2008 20:21:46 GMT
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Goztow wrote on Sun, 17 August 2008 13:16A sakura is more expensive than a stank... I didn't test if what you said is correct, though.

Now, tell me which is more effective? Atleast in a battle pre-pointsfix the sakura would end up with more points, but still lose the battle. I bet 99% of people here don't know that, and its just a co-incidence that they are pro fixing the points system? No. People that know have made their points very clear, and ultimately (if its even put to an official vote), people will clearly understand what kind of big mistake almost would have happened...

Subject: Re: Fixing... Points?
Posted by Goztow on Sun, 17 Aug 2008 20:28:02 GMT
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I don't know what you're on Troop, but I sure would like to have some of it. It seems to be a very powerful drug as u don't make any sense at all.

Subject: Re: Fixing... Points?
Posted by Spoony on Sun, 17 Aug 2008 21:08:27 GMT
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as for the points for killing a stank vs the points for killing a sakura:

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with the pointsfix, you get 10% of what the unit cost. thus, 99/100 (rounded down?) for a sakura and 90 for a stank.

this is true for all units except free infantry. the harvester doesn't have a cost, obviously, but is worth 100 to the team that kills it.

I've seen quite a few people say: it's ridiculous that you get more points killing a sakura than a stank. well, if you think that, you MUST BELIEVE that stanks are 'worth' more... in which case, why aren't you asking for stanks to be more expensive or sakuras to be cheaper?

i've asked that about a dozen times, haven't had an answer yet...

msgtpain wrote on Sun, 17 August 2008 08:58Please explain to me what the "pointsfix" does to balance the ladder.
it makes the game much fairer, it means the game is decided by which team actually did more damage and achieved more, instead of being decided by which team spent more time pointlessly shooting stuff they don't damage (i.e. ramjets vs heavy vehicles, and the like)

it means attacking bases is more significant than just hanging back and killing tanks which come near your own base, which clearly should be the case.

it also means Field and Under are fair now; previously, GDI had a pretty easy time on Field and a pathetically easy time on Under.

Subject: Re: Fixing... Points?
Posted by Herr Surth on Sun, 17 Aug 2008 21:10:14 GMT
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I LOVE SPOONY

Subject: Re: Fixing... Points?
Posted by TD on Sun, 17 Aug 2008 21:37:15 GMT
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LOL

Subject: Re: Fixing... Points?
Posted by kong009 on Sun, 17 Aug 2008 23:11:15 GMT
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To my knowledge, I have not falsified or exaggerated ANY of the figures I said before. Your server having a large number of players on it with the pointsfix in place is an anomoly, because from what I've seen in the Jelly community is an exponential decline in players on AOW1, our only

pointsfix server, until Jelly stepped in and made changes to the gameplay that make it a completely different server.

You have data that clearly indicate the unpopularity of the pointsfix, yet you don't acknowledge it or attempt to find solutions that everyone will be happy with. I see that as YOUR responsibility, since you are attempting to make this a mandatory patch.

Subject: Re: Fixing... Points?
Posted by Nightma12 on Sun, 17 Aug 2008 23:12:49 GMT
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Points fix needs to go in, nuff said.

Subject: Re: Fixing... Points?
Posted by gkl21 on Sun, 17 Aug 2008 23:30:28 GMT
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kong009 wrote on Sun, 17 August 2008 18:11To my knowledge, I have not falsified or exaggerated ANY of the figures I said before. Your server having a large number of players on it with the pointsfix in place is an anomoly, because from what I've seen in the Jelly community is an exponential decline in players on AOW1, our only pointsfix server, until Jelly stepped in and made changes to the gameplay that make it a completely different server.

You have data that clearly indicate the unpopularity of the pointsfix, yet you don't acknowledge it or attempt to find solutions that everyone will be happy with. I see that as YOUR responsibility, since you are attempting to make this a mandatory patch.

If the pointfix was on before AND after the changes, then clearly the issue was not the pointfix, but the addition features a server has. Unless I just read that wrong, that is what you basically stated.

(I have been told it has been on before and after).

Subject: Re: Fixing... Points?
Posted by Homey on Mon, 18 Aug 2008 00:36:22 GMT
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Player count had been declining since PF was put on the server, it had continued to decline until Jelly made changes, I believe.

Subject: Re: Fixing... Points?
Posted by gkl21 on Mon, 18 Aug 2008 00:46:37 GMT
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Homey wrote on Sun, 17 August 2008 19:36Player count had been declining since PF was put on the server, it had continued to decline until Jelly made changes, I believe.

Nonetheless, the pointfix was on before and after, thus it was addition settings that made players join / leave.

Subject: Re: Fixing... Points?
Posted by Homey on Mon, 18 Aug 2008 00:55:39 GMT
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That's what brought people back. The problem was it being there in the first place.

Subject: Re: Fixing... Points?
Posted by Crimson on Mon, 18 Aug 2008 03:22:07 GMT
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kong009 wrote on Sun, 17 August 2008 16:11You have data that clearly indicate the unpopularity of the pointsfix, yet you don't acknowledge it or attempt to find solutions that everyone will be happy with. I see that as YOUR responsibility, since you are attempting to make this a mandatory patch.

You are squeaky wheels trying to get grease. Just because there's like 10 people on the forums bitching doesn't mean that the 10,000+ players who are still playing agree with you. My server is full or close to it almost all the time, so clearly there can't be a huge amount of people who oppose it. In fact, most of them probably didn't even notice anything different.

Subject: Re: Fixing... Points?
Posted by Aircraftkiller on Mon, 18 Aug 2008 03:27:54 GMT
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Fixing bugs is bad guys, we're too used to Windows crashing...

Subject: Re: Fixing... Points?
Posted by Rocko on Mon, 18 Aug 2008 04:06:45 GMT
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Crimson wrote on Sun, 17 August 2008 22:22kong009 wrote on Sun, 17 August 2008 16:11You have data that clearly indicate the unpopularity of the pointsfix, yet you don't acknowledge it or attempt to find solutions that everyone will be happy with. I see that as YOUR responsibility, since you are attempting to make this a mandatory patch.

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Yeah they probably didn't notice. Points is not a game breaking issue and it's nothing worth "fixing."

Subject: Re: Fixing... Points?
Posted by saberhawk on Mon, 18 Aug 2008 05:15:26 GMT
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Rocko wrote on Sun, 17 August 2008 23:06Crimson wrote on Sun, 17 August 2008 22:22kong009 wrote on Sun, 17 August 2008 16:11You have data that clearly indicate the unpopularity of the pointsfix, yet you don't acknowledge it or attempt to find solutions that everyone will be happy with. I see that as YOUR responsibility, since you are attempting to make this a mandatory patch.

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Yeah they probably didn't notice. Points is not a game breaking issue and it's nothing worth "fixing."

So because they didn't notice it, we need to go unfixing things?

Subject: Re: Fixing... Points?
Posted by Rocko on Mon, 18 Aug 2008 06:16:12 GMT
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Saberhawk wrote on Mon, 18 August 2008 00:15Rocko wrote on Sun, 17 August 2008 23:06Crimson wrote on Sun, 17 August 2008 22:22kong009 wrote on Sun, 17 August 2008 16:11You have data that clearly indicate the unpopularity of the pointsfix, yet you don't acknowledge it or attempt to find solutions that everyone will be happy with. I see that as YOUR responsibility, since you are attempting to make this a mandatory patch.

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no but the point is that if the majority of players, the ones who just play once in awhile and never

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talk at all, floating throughout the game servers, did not care about points enough to quit over it, then it's obviously not a big issue. They would probably be happy either way.

Jelly Marathon has no points fix and it's full at almost 50 players almost every day. And n00bstories does has have points fix and it does get a lot of players. I don't think many people care about fixing it or not. And if they do then at least they have the choice to decide if they want to go to Jelly-Marathon and play without points fix, or go to noobstories if they want a points fixed game.

If you force it on everyone because it's what you believe is right, and just disregard what the people who do talk and disagree with points fix than how can that be a good thing?

Coder's honor? lol how stupid is that.

p.s. Has anyone seen the anti-TT petition on MCD?

Subject: Re: Fixing... Points?
Posted by u6795 on Mon, 18 Aug 2008 06:19:53 GMT
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Rocko wrote on Mon, 18 August 2008 02:16Saberhawk wrote on Mon, 18 August 2008 00:15Rocko wrote on Sun, 17 August 2008 23:06Crimson wrote on Sun, 17 August 2008 22:22kong009 wrote on Sun, 17 August 2008 16:11You have data that clearly indicate the unpopularity of the pointsfix, yet you don't acknowledge it or attempt to find solutions that everyone will be happy with. I see that as YOUR responsibility, since you are attempting to make this a mandatory patch.

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So because they didn't notice it, we need to go unfixing things?
p.s. Has anyone seen the anti-TT petition on MCD?

MCD? Post a link, I wanna see this lol.

Subject: Re: Fixing... Points?
Posted by saberhawk on Mon, 18 Aug 2008 06:36:24 GMT
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Rocko wrote on Mon, 18 August 2008 01:16
no but the point is that if the majority of players, the ones who just play once in awhile and never talk at all, floating throughout the game servers, did not care about points enough to quit over it, then it's obviously not a big issue. They would probably be happy either way.

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Coder's honor? lol how stupid is that.

p.s. Has anyone seen the anti-TT petition on MCD?

Honestly, I wasn't the one that implemented the pointsfix, it's not even close to "my department".

I take pride in the fact that the bulk of what I do often gets completely overlooked by players. That means I'm doing it right.

Subject: Re: Fixing... Points?
Posted by Rocko on Mon, 18 Aug 2008 06:38:10 GMT
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u6795 wrote on Mon, 18 August 2008 01:19Rocko wrote on Mon, 18 August 2008 02:16Saberhawk wrote on Mon, 18 August 2008 00:15Rocko wrote on Sun, 17 August 2008 23:06Crimson wrote on Sun, 17 August 2008 22:22kong009 wrote on Sun, 17 August 2008 16:11You have data that clearly indicate the unpopularity of the pointsfix, yet you don't acknowledge it or attempt to find solutions that everyone will be happy with. I see that as YOUR responsibility, since you are attempting to make this a mandatory patch.

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So because they didn't notice it, we need to go unfixing things?
p.s. Has anyone seen the anti-TT petition on MCD?

MCD? Post a link, I wanna see this lol.
Okay here it is, there's at least 50 different people who signed it.

http://www.mcd-server.net/forums/index.php?showtopic=3067

Subject: Re: Fixing... Points?
Posted by Goztow on Mon, 18 Aug 2008 06:38:45 GMT
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Number of players isn't influenced by point fix but by a load of other factors: moderators, popularity of other servers, a0000000000000000, community feeling, the fact friends play somewhere, some server side mods, the weather (!),...

Our server has had less and more players over a period of time with or without point fix. We never changed any other setting, really either. It's mostly seasons playing: in summer there's less people cause they are on holidays / enjoy the nice weather; in september/october a lot of people come back to play more and in winter times we also see an increase. Maybe that's what happened on Jelly too. I can't believe any player would be stupid enough to leave because their sakura doesn't make 10 points/credits per hit anymore.

Edit: never heard of these MCD-dudes and cba to register just to read a topic.

Subject: Re: Fixing... Points?
Posted by Homey on Mon, 18 Aug 2008 06:44:22 GMT
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Goztow wrote on Mon, 18 August 2008 02:38Number of players isn't influenced by point fix but by a load of other factors: moderators, popularity of other servers, a0000000000000000, community feeling, the fact friends play somewhere, some server side mods, the weather (!),...

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Edit: never heard of these MCD-dudes and cba to register just to read a topic.
A lot of new players just want to buy expensive characters, without easy money they can't do that.

Subject: Re: Fixing... Points?
Posted by Rocko on Mon, 18 Aug 2008 06:44:48 GMT
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Goztow wrote on Mon, 18 August 2008 01:38

Edit: never heard of these MCD-dudes and cba to register just to read a topic.
people from other communities signed up on to the mcd website to sign it. i'm not sure what cba
means, "can't bother" ? There is like 50 people that signed it, it's worth a look.

http://www.mcd-server.net/forums/index.php?showtopic=3067

Subject: Re: Fixing... Points?
Posted by Goztow on Mon, 18 Aug 2008 06:47:34 GMT
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Homey wrote on Mon, 18 August 2008 08:44
A lot of new players just want to buy expensive characters, without easy money they can't do
that.Most new players I encounter just buy rather cheap characters like sbh, officer, ...

If money flow is a problem, then why not increase the number of credits per second to 3?

Subject: Re: Fixing... Points?
Posted by jnz on Mon, 18 Aug 2008 13:36:22 GMT
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Goztow wrote on Mon, 18 August 2008 07:47Homey wrote on Mon, 18 August 2008 08:44
A lot of new players just want to buy expensive characters, without easy money they can't do
that.Most new players I encounter just buy rather cheap characters like sbh, officer, ...

If money flow is a problem, then why not increase the number of credits per second to 3?

You can't really look at it that way, not if the ladder wont accommodate leaving the points as they
are. Although this whole argument is quite pathetic if you ask me.

Subject: Re: Fixing... Points?
Posted by Crimson on Mon, 18 Aug 2008 15:00:11 GMT
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The reason is that a points fix server feels more natural. The team that did a better job, wins the
game... ridiculous nonsense strategies don't work anymore... when both teams are doing well, the
score is close until the bitter end. It's more exciting to play and less frustrating, and I know it will
be even better when these other bugs are fixed, too. It's gonna be so great to play without having
to worry about loading my pistol, getting in a vehicle at the wrong time and getting into blue hell,
getting killed by the WF bug as I'm planting a nuke. All of the elements we love, none of the BS
we don't. I'm VERY excited about it!

Subject: Re: Fixing... Points?
Posted by trooprm02 on Mon, 18 Aug 2008 16:01:42 GMT
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Wow, see to counter the points fix Spoony and BI suggest now changing around the way credits works ingame (Bi says to change it to 3/creds/sec, and spoony says to change the cost value of some units).... Does anyone else realize how fucking stupid that is? To implement this fix, this means you completely fuck over the most important aspect of the game, how much/fast money you get in order to BUY UNITS. Unless everyone use free units then I guess this wouldn't be an issue, but fixing points to fuck over credits? Points is atleast playable, and credits is fine with this system, but if you fix points, then we would be in a worse position (gameplay wise) because of the credit system...Everything just points to it not being worth it...

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Mon, 18 Aug 2008 16:39:44 GMT
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trooprm02 wrote on Mon, 18 August 2008 11:01Wow, see to counter the points fix Spoony and BI suggest now changing around the way credits works ingame (Bi says to change it to 3/creds/sec, and spoony says to change the cost value of some units).... Does anyone else realize how fucking stupid that is? To implement this fix, this means you completely fuck over the most important aspect of the game, how much/fast money you get in order to BUY UNITS. Unless everyone use free units then I guess this wouldn't be an issue, but fixing points to fuck over credits? Points is atleast playable, and credits is fine with this system, but if you fix points, then we would be in a worse position (gameplay wise) because of the credit system...Everything just points to it not being worth it...
Because clearly, the pointsfix will only apply to Nod. GDI will still be able to ramjet shit for money, right?

Dumbass, Nod and GDI will be at equal levels still, unless you count that mammoths won't give the enemy a ton of points now. Which clearly, was NOT intended. Mammoths are supposed to be slow but awesome, not slow and just outright fail in every aspect.

Subject: Re: Fixing... Points?
Posted by Spoony on Mon, 18 Aug 2008 16:41:17 GMT
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trooprm02 wrote on Mon, 18 August 2008 11:01Wow, see to counter the points fix Spoony and BI suggest now changing around the way credits works ingame (Bi says to change it to 3/creds/sec, and spoony says to change the cost value of some units)....
Easy tiger, I didn't say either of those two things.

I never commented at all on the 3-creds-a-second business, and as for the sakura/stank business, I was not saying "make stanks more expensive and make sakuras cheaper". OTHER PEOPLE were bitching about the fact that with the pointsfix, you get more points killing a sakura than a stank (99 > 90). My rebuttal is this (and has never been debunked yet): if that's what you think,

why aren't you calling for stanks to be made more expensive or sakuras to be made cheaper?

that is aside from the rather amusing point that the same people who think 99 points is too much for killing a sakura, don't have a problem with getting 300+ points killing a big slow defenceless harvester.

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Mon, 18 Aug 2008 17:07:20 GMT
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Spoony wrote on Mon, 18 August 2008 11:41that is aside from the rather amusing point that the same people who think 99 points is too much for killing a sakura, don't have a problem with getting 300+ points killing a big slow defenceless harvester.
With that very Sakura, too, lol.

Subject: Re: Fixing... Points?
Posted by Ghostshaw on Mon, 18 Aug 2008 17:23:57 GMT
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No with that sakura they get a 1000 points without killing it .

Subject: Re: Fixing... Points?
Posted by Goztow on Mon, 18 Aug 2008 18:33:38 GMT
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I'm not a part of BlackIntel, it seems like Troop is spitting out even more nonsense than usual. I just told people that if their argument to keep the point bug was because you don't get enough quick money otherwise, they should change the income per second. It seems to make more sense, no? Well, to most people in here it would...

Subject: Re: Fixing... Points?
Posted by Rocko on Mon, 18 Aug 2008 20:31:55 GMT
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Spoony wrote on Mon, 18 August 2008 11:41trooprm02 wrote on Mon, 18 August 2008 11:01Wow, see to counter the points fix Spoony and BI suggest now changing around the way credits works ingame (Bi says to change it to 3/creds/sec, and spoony says to change the cost value of some units)....
Easy tiger, I didn't say either of those two things.

I never commented at all on the 3-creds-a-second business, and as for the sakura/stank business, I was not saying "make stanks more expensive and make sakuras cheaper". OTHER PEOPLE

---

were bitching about the fact that with the pointsfix, you get more points killing a sakura than a stank (99 > 90). My rebuttal is this (and has never been debunked yet): if that's what you think, why aren't you calling for stanks to be made more expensive or sakuras to be made cheaper?

that is aside from the rather amusing point that the same people who think 99 points is too much for killing a sakura, don't have a problem with getting 300+ points killing a big slow defenceless harvester.
okay then, make stanks more expensive and make sakuras cheaper.

I don't know how much of a point that is though spoony. It seems silly that the game works perfectly fine the way it is, but a group of people take it upon themselves to speak for all of a renegade and force a point system changing patch. And it's not even 100% working if you then even have to change price values and use retarded things like donate in order to balance the game out completely.

Subject: Re: Fixing... Points?
Posted by =HT=T-Bird on Mon, 18 Aug 2008 20:34:35 GMT
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Rocko, I don't think WW foresaw marathon in their plans for Renegade.

Subject: Re: Fixing... Points?
Posted by Goztow on Mon, 18 Aug 2008 21:22:27 GMT
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Donate doesn't balance things out, nor does changing price values. And Spoony never said so, where did u read that?

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Mon, 18 Aug 2008 21:39:19 GMT
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Price changes should not be made. Nor should donate be a forced thing.

Ramjets were meant to be heavy anti-infantry, and anti-light armor. They were NOT meant to give you points.

If you still can't grasp that, play in a server that will host a points de-fix.

Subject: Re: Fixing... Points?
Posted by msgtpain on Mon, 18 Aug 2008 22:14:11 GMT
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What Crimson wrote on Mon, 18 August 2008 11:00 It's gonna be so great to play without having to worry about loading my pistol, getting in a vehicle at the wrong time and getting into blue hell, getting killed by the WF bug as I'm planting a nuke. All of the elements we love, none of the BS we don't. I'm VERY excited about it!

 What Crimson Meant on Mon, 18 August 2008 11:00
Look at the big shiny glowing ball, isn't it pretty? no.. don't look away at that little blemish, look here, at the big shiny glowing ball, that's all you should be worrying about... ingore all the other stuff that isn't so great, big shiny ball.. over here...

This whole "wait until the beta and see how many people support it" is a farce.. What you should really be saying is "Wait until the beta, when the only cheat free servers are running it, then tell me if you still care." THAT is a more accurate statement. "If you want all our cheat free stuff, you have to swallow the few things you don't like.. that way we can show EA just how much support we have for our project!"

The other servers will be like "hey guys, come to our server that cheaters still play on, and get an extra 100 points for shooting at tanks.." How many people will be going there? And how many server owners will want to make a concious decision to go that route? Hardly any, I'm sure.. guaranteeing you that you will be able to show this "overwhelming support" of the community to EA...

It's a crock of shit, honestly...

No one fron TT has any other response, to anything else I've asked? just look at the shiny ball?

Subject: Re: Fixing... Points?
Posted by gkl21 on Mon, 18 Aug 2008 22:51:39 GMT
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Quote:This whole "wait until the beta and see how many people support it" is a farce.. What you should really be saying is "Wait until the beta, when the only cheat free servers are running it, then tell me if you still care." THAT is a more accurate statement. "If you want all our cheat free stuff, you have to swallow the few things you don't like.. that way we can show EA just how much support we have for our project!"
Cool, it's all fixed!

Quote:The other servers will be like "hey guys, come to our server that cheaters still play on, and get an extra 100 points for shooting at tanks.." How many people will be going there? And how many server owners will want to make a concious decision to go that route? Hardly any, I'm sure.. guaranteeing you that you will be able to show this "overwhelming support" of the community to EA...
We run buggy code. If we allow buggy code, then it's sure no problem that people inject code to do glitches!

Well, that is what I just read.

Just wait until the testing begins and has a fair chance. Remember the first week of the pointfix only? Everywhere was angry, but after that week (or two) of giving it a fair chance more people seen the benefits behind it.

You can look at this either way.

Subject: Re: Fixing... Points?
Posted by kong009 on Tue, 19 Aug 2008 03:50:44 GMT
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gkl21 wrote on Mon, 18 August 2008 17:51Just wait until the testing begins and has a fair chance. Remember the first week of the pointfix only? Everywhere was angry, but after that week (or two) of giving it a fair chance more people seen the benefits behind it.

And then an exponential decline in server population, Crimson's server notwithstanding.

Subject: Re: Fixing... Points?
Posted by Goztow on Tue, 19 Aug 2008 08:04:51 GMT
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It's a pity so many people write opinions without reading up on previous posts. It was clearly stated before that beta testing will be events-based, so there's no split in server running/not running before the push happens.

Subject: Re: Fixing... Points?
Posted by kong009 on Tue, 19 Aug 2008 09:17:11 GMT
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It's a pity you don't put more value in our opinions. It's not like we speak for a small group of people, is it?

When any company goes into development for a patch for a product, they do research on the product by gathering data from the people that use it. Since you don't seem to want to do it yourself, I'm going to give you some research.

1) Jelly has five main servers with one running the pointsfix right now. We elected to test the pointsfix on one server to see its effect on gameplay. We then hosted a poll asking for opinions on the pointsfix. Of the people that voted, 59% said remove the fix, 28% said leave the fix, and 13% said they were indifferent.

2) Over the last several months (since the pointsfix was put in place), AOW1 [a00] has seen what

Jelly describes as a "huge loss of players, and many blame the pointsfix." The month of June 2008, AOW1 used 914.6gb of bandwidth at an average of 30.49gb per day. This is less than half of the bandwidth we pay for, so Jelly decided to make some drastic changes: increase starting credits, change the map rotation, increase player count, enable weapon drops, enable spawn weapons, and enable ped beacons (all of which had previously been disabled). After these changes were implimented on 6 July, AOW1 used 1623.34gb of bandwidth at an average of 54.11gb per day that following month (a 78% increase).

Two conclusions can be drawn from these data: 1) The pointsfix is disliked by the majority of players who actually play on a pointsfix server, and 2) the pointsfix caused our most popular server to suffer a massive downward spiral in bandwidth usage over a long period of time that could only be countered by implimenting changes that had previously distinguished the server from any others. The key here is that raising starting credits and enabling weapons drops appear to have (at least temporarily) brought back some of the players we lost to the pointsfix, meaning the pointsfix is flawed without making other changes to the server before implimenting it.

I am happy to hear that testing will be conducted, but the finality with which most of you post about the pointsfix definitely being included in the patch as-is worries me. I would encourage you to view this as a fairly unsuccessful "test" for the pointsfix as well, despite your success with it on noobstories.

I have given you some very hard evidence that would suggest going ahead with the patch+pointsfix as-is might be a mistake, at least until you work out how to compensate for the lost credits. Again I would present the "half-fix" as a potential solution.

Subject: Re: Fixing... Points?
Posted by Goztow on Tue, 19 Aug 2008 09:36:40 GMT
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You should have put pointsfix off and see if that brought back your players. Then you could really have concluded this was the reason. You now can conclude that you lost players, which may (partially?) be due to the point fix and that you gained back players by implementing something else than the point fix.

Also: my comment wasn't about your arguments against point fix, everyone has theirs and I respect those, it was about your obvious lack of knowing anything about the testing phase, but still drawing obviously wrongful conclusions like
Quote:And then an exponential decline in server population

No server popularity can suffer as the patch will be tested in "events" to avoid splitting up the community. At least, that's what I read on these forums so far.

I think I already showed that I'm actually in favor of allowing the half point fix idea that Jelly proposed to connect to the ladder. So i don't know why you're reacting on my posts, maybe it's just because I make so many .

I also don't understand why people keep making topics about the point fix when it has clearly been

said there will be a pointunfix.dll which will allow the server owner to get back to a half or complete unfix.

Maybe you can enlighten me?

Subject: Re: Fixing... Points?
Posted by mac on Tue, 19 Aug 2008 10:04:42 GMT
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Please note that Goztow is not part of TT, and does *not* represent TT's opinion or views.
Everyone is just representing his particular opinion unless it is specifically stated..

Subject: Re: Fixing... Points?
Posted by Spoony on Tue, 19 Aug 2008 21:49:53 GMT
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Rocko wrote on Mon, 18 August 2008 15:31I don't know how much of a point that is though spoony. It seems silly that the game works perfectly fine the way it is
ok... GDI winning easily on many maps is 'perfectly fine', the team that plays far less aggressively is 'perfectly fine', getting high scores by shooting stuff you don't damage is 'perfectly fine'...

Rocko wrote on Mon, 18 August 2008 15:31And it's not even 100% working if you then even have to change price values and use retarded things like donate in order to balance the game out completely.
We don't. Pointsfix DOES balance out the game completely, as long as the vehicle-alignment modification is there. If the pointsfix is there:

1. you do not need to change anything's price for balanced gameplay (and if you read my posts a little more carefully, you'll see I never advocated that in the first place)
and
2. you do not need !donate for balanced gameplay (in fact, the corollary holds true; the gameplay is more balanced WITHOUT IT)

Subject: Re: Fixing... Points?
Posted by kong009 on Tue, 19 Aug 2008 21:51:45 GMT
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Goztow wrote on Tue, 19 August 2008 04:36No server popularity can suffer as the patch will be tested in "events" to avoid splitting up the community.
The comment I made about exponential decline in server population was based on our one and only server that tested the pointsfix, and that was true.

Goztow wrote on Tue, 19 August 2008 04:36You now can conclude that you lost players, which may be due to the point fix and that you gained back players by implementing something else

than the point fix.
In the months after we put the pointsfix on AOW1, we steadily lost players until something had to be done about it. The fault clearly lies with the pointsfix, as this was the only change made up to that point.

We asked that Jelly remove the pointsfix, but he insisted on leaving it on because we are still in cooperation with Crimson and TT in testing the pointsfix/new patch (although I daresay our conclusions about the pointsfix are hardly being taken into consideration judging from the reaction here). Most of us would like to have seen the pointsfix removed, but this was Jelly's call.

The reason why people keep making topics about the pointsfix (and subsequently why "pointsunfix.dll" is insufficient) is because servers that choose to use "pointsunfix.dll" will be penalized, in my opinion, unfairly, by being excluded from the ladder.

Subject: Re: Fixing... Points?
Posted by Spoony on Tue, 19 Aug 2008 22:05:01 GMT
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kong009 wrote on Tue, 19 August 2008 16:51Most of us would like to have seen the pointsfix removed, but this was Jelly's call.
Congratulations on being the only person at jelly-forums who seems to've figured that bit out :/

kong009 wrote on Tue, 19 August 2008 16:51The reason why people keep making topics about the pointsfix (and subsequently why "pointsunfix.dll" is insufficient) is because servers that choose to use "pointsunfix.dll" will be penalized, in my opinion, unfairly, by being excluded from the ladder.
two points need to be made here.

1. a non-pointsfix server not being laddered is not being 'penalised'. let's say someone comes to me and says: 'spoony, i want to play a clanwar with 1000 starting credits'. I'd say no, not in my league, but if you wanna play those conditions in someone else's league, or a funwar, then go ahead for all I care. am I 'penalising' them?
2. I seem to recall everyone on the jelly thread saying they didn't care about ladder, and if a server not being laddered is the price to pay for being able to get credits for no reason, they can live with it. now, suddenly, it wants to be laddered too.

this is one of the two enormous contradictions I've noticed lately. the first is that non-ladderness was a concession the anti-pointsfix crowd granted some time ago, in exchange for being able to get credits for no reason... and now that seems to have retracted.
the second is about half the people who've signed roni's petition, the one that calls for individual servers/communities/etc to choose for themselves whether to use pointsfix or not (a perfectly good demand in my view). so I say ok, fine by me... does that mean you'll all respect my right to choose pointsfix in my own community?
the answer to that has been a very resounding no... from the same people who signed roni's petition. I think a child of nine could see the colossal irony there.

with these two things in mind, let me tell you a little joke: what's the difference between a terrorist

and the anti-pointsfix crowd?

you can negotiate with a terrorist.

Subject: Re: Fixing... Points?
Posted by Jamie or NuneGa on Tue, 19 Aug 2008 22:18:18 GMT
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The ladder really doesn't matter, it will prove nothing except who is best at point whoring. Most decent players won't care about being high up on that ladder.

Subject: Re: Fixing... Points?
Posted by Jellybe4n on Wed, 20 Aug 2008 17:59:13 GMT
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Blah blah blah, you will do what we say as we know what you all need to make the game fun, we have logic and need nothing else, blah blah.....

Did I miss anything?

Guess not....

Subject: Re: Fixing... Points?
Posted by blly on Thu, 21 Aug 2008 04:22:36 GMT
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Jellybe4n wrote on Wed, 20 August 2008 12:59Blah blah blah, you will do what we say as we know what you all need to make the game fun, we have logic and need nothing else, blah blah.....

Did I miss anything?

Guess not....
Now spoony dont overanalyze this...

Subject: Re: Fixing... Points?
Posted by liquidv2 on Thu, 21 Aug 2008 04:39:48 GMT
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Quote:- Starting Credits

Since all players have the same starting credits, there is no need for this to impact the ladder score.

---

special crates don't pick a certain team to spawn for, and since the chances of either team getting it are the same there's no need for it to impact the ladder score

same logic applied to a different example, and how is this any different than starting credits or early donate?

one of spoony's posts made me realize that the ladder put in place with the patch will be one of TT's creation, judging and placing rank based on what TT decides is skill

if so many people disagree with TT's decisions all they need to do is look at who's all a part of it and who will be deciding how the ladder will work; it's not Westwood's ladder anymore, it's one resurrected in its place by people other than EA and Westwood, so it's not even official (unless TT convinces EA to support this as their official ladder)

it will be the "What TT decides is a skilled player" ranking system, and personally i don't mind not being a part of that

---

Subject: Re: Fixing... Points?
Posted by Crimson on Thu, 21 Aug 2008 09:52:45 GMT
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So, Jelly's AOW1 decided to mimic the settings that n00bstories has had for years and gained players. I don't see how that HELPS your points fix argument. Like Goz said, put your settings back, remove the points fix, and THEN come back and tell us what happened. Don't let some non-existent loyalty restriction hold you back. We put the point fix on our servers in order to test how it affected gameplay and balance. If Jelly wants to run another test and see if his players come back by removing the points fix, then it's all part of the testing process. Personally, I found the fix to improve gameplay so much that I can't imagine degrading my server to the Neanderthal days of "Og shoot harv. Og no hurt harv. Og get muny!"

The ladder team was put together a long time ago with partial input from the community... the same community that now thinks it was done WITHOUT their input. Boggles my mind.

So, yeah, I know some of you fucking hate Spoony. And yeah, I wouldn't say he's #1 on my list of people I think are "swell". However, I am mature enough to look past his personality and see the logic in his words and I agree with him, not only because I have been playing this game since the beta test alongside the Westwood developers, but because I have played before and after the bug was discovered and fixed.

The core of the pro-bug people is the opposition of change. Can you can honestly look in your brain and tell us that you wouldn't have bothered playing Renegade if it had always been the way it is with the fix in place? Can you tell us that if some random programmer over 6 years ago hadn't put this one tiny bug in the code, that you would never have liked this game and wouldn't have been playing it all these years? Have you spent more time complaining about the fix instead of

making a couple tweaks to your strategy?

I'm not trying to distract you with a proverbial "shiny ball". I just think it's very counterproductive to bash on a team that is doing work that none of you could have ever hoped to accomplish, who is trying to make Renegade the game it always should have been, without asking for a dime in return. I'm pretty disgusted in fact.

Subject: Re: Fixing... Points?
Posted by blly on Thu, 21 Aug 2008 16:44:52 GMT
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Crimson wrote on Thu, 21 August 2008 04:52The core of the pro-bug people is the opposition of change. Can you can honestly look in your brain and tell us that you wouldn't have bothered playing Renegade if it had always been the way it is with the fix in place? Can you tell us that if some random programmer over 6 years ago hadn't put this one tiny bug in the code, that you would never have liked this game and wouldn't have been playing it all these years? Have you spent more time complaining about the fix instead of making a couple tweaks to your strategy? No, we probably would have liked it, but since that one programmer put the one bug in over 6 years ago, we learned to love this game the way it is.

TBH i dont even know why im arguing, i got everything i wanted: a opportunity to play on a server that doesnt make sense when i want to, and an opportunity to play on a server that does make sense when i want to.

just a little extra question: will there be some sort of symbol/lettering that will be mandatory to show wether a server is pts fixed or un pts fixed? such as:
[PF]www.jelly-server.com AOW1
[PUF]www.jelly-server.com aow2

Subject: Re: Fixing... Points?
Posted by _SSnipe_ on Thu, 21 Aug 2008 17:28:59 GMT
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im with you Crimson keep up the good work

Subject: Re: Fixing... Points?
Posted by w0dka on Thu, 21 Aug 2008 20:01:32 GMT
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I don't get why jelly-server is complaining. I f noone wants the pointfix and every server excluding jelly install pointfix... well this should scyrocket your server to most used.

You complain about TT trys to make this patch supported via EA. Why not. Currently EA don't support the game so if EA does you can always choose to not use it. Worse/unused support is

---

better then no support.

Ladder: Well I don't get why people want a merged pointfix+nopointfixladder its like merging apples and tomatoes.
Just imagine how everyone will say the first 10players all noobjet the whole day against a mammy. on the other hand I myself never played to be good in a ladder. I play for fun and I define fun as a good game, I don't get angry being last one in points but know that my med was defending alone the last ion that killed
nod forces...(but I still hope that in some day they kill those old stats always present on login. it hurts to see my years old win/loss ratio *sniff*

I usually only play on pointfixed servers. And I enjoy it. Actually I'm looking for a european, 30slot+, pointfixed server with <100 startcredits and possible marathonsettings. But hey I can even play on other servers. Its not that I don't find the specific server for me stops me loveing renegade.

Subject: Re: Fixing... Points?
Posted by msgtpain on Fri, 22 Aug 2008 02:05:57 GMT
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Crimson wrote on Thu, 21 August 2008 05:52
I'm not trying to distract you with a proverbial "shiny ball". I just think it's very counterproductive to bash on a team that is doing work that none of you could have ever hoped to accomplish, who is trying to make Renegade the game it always should have been, without asking for a dime in return. I'm pretty disgusted in fact.

No one is "bashing" the people creating the fix. What we're bashing is the notion that these people will possibly have the power to determine what every C&C Renengade player gets to see and do when they play.

You are no longer creating an "add on".. No one is "modding" the game for a particular server, or for a particular reason. You have elevated yourselves to the position of God, and are attempting to push out a controversial patch that every single player that still plays renegade will be forced to download when they log on to Xwis.

You want to make Renbot, corepatch, renguard.. someone else wants to make Biatch, ssaow, niteserver etc.. Everyone has always been able to decide how they wanted to tweak their server, and use their own inginuity to create a community that players with similar desires could join. This is all fine and wonderful.. if we want to download it, great, if we like the 1.037 version, that's fine too..

If you want to make anti cheat stuff, yippee; if you want to make it so you don't blue screen when you get in an APC, horray; the community is behind you 1000%. But, what if you wanted to make mammoths do 1.5x damage, just cause a "balance coordinator" decided that a 1500 credit investement should? Uh... no one asked you to, and we don't want it that way.. why is it so hard for YOU GUYS to understand that from our point of view? Then for you to fill us with this warm and fuzzy notion that you're just forcing "bug fixes" on us.. and then make a vote on whether you

you're going to fix one of the largest and most exploited bugs in the game? the outside PT's?

Either you're on a moral path to fix bugs, or your on a selfish path to fix what you want, you can't have it both ways. And when you attempt to have it both ways, it just validates our opinions that you aren't really just trying to fix what Westwood left out, only trying to edit the game to the way 12 people want it.

If you want to make Core Patch 3 that is pushed out through renguard to only the people that actually bother to download it; you have my full support. But if you're going to force me to download this if I ever want to play again... well, then I think you need to be a little less biased about what you're going to "fix" and actually listen to the people who's games you are "fixing". None of us voted you God... and if you didn't exist, sure, we'd still have to deal with cheaters, but we'd get along just fine... we have been for 4 years. so don't try and use that as a sympathetic way to whine about how much you are doing for us all, for free..

Subject: Re: Fixing... Points?
Posted by cmatt42 on Fri, 22 Aug 2008 02:37:46 GMT
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Quote:why is it so hard for YOU GUYS to understand that from our point of view?Probably the paranoia similar to this:
msgtpain wrote on Thu, 21 August 2008 21:05But, what if you wanted to make mammoths do 1.5x damage, just cause a "balance coordinator" decided that a 1500 credit investement should? Such an absurd idea is only grasping for straws. Not once have they changed the way the game plays out because they felt like it, but because it was due to some broken code forgotton and was unable to be fixed.

Quote:Then for you to fill us with this warm and fuzzy notion that you're just forcing "bug fixes" on us.. and then make a vote on whether you you're going to fix one of the largest and most exploited bugs in the game? the outside PT's?
So now it's suddenly bad to consider not fixing something abused often? Which side are you on here?
Quote:Either you're on a moral path to fix bugs, or your on a selfish path to fix what you want, you can't have it both ways. And when you attempt to have it both ways, it just validates our opinions that you aren't really just trying to fix what Westwood left out, only trying to edit the game to the way 12 people want it.
And because the supposed "majority" has their own selfish desire to keep the game broken, that's just okay then? Pot, kettle...

Quote:None of us voted you God...
"You don't vote for God!" "How do you become God then?"

-Doesn't matter. They're out to fix the problems that exist. If you have a problem, by all means share with us and present your arguments with valid and logical points. Who knows? Maybe we'll see it your way and they'll leave it the way it is.

Subject: Re: Fixing... Points?
Posted by Rocko on Fri, 22 Aug 2008 02:42:16 GMT
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ive been programming games for 30 years i dont think points are even bugged at all

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Subject: Re: Fixing... Points?
Posted by Nightma12 on Fri, 22 Aug 2008 03:00:05 GMT
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Lies

Subject: Re: Fixing... Points?
Posted by Goztow on Fri, 22 Aug 2008 06:29:30 GMT
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For years people have blamed EA because they didn't give us the source code and access to the update servers to fix this game. Now that there's a chance they might grant one of these things, people blame EA/TT for giving/using this chance. It's hard to satisfy people...

If you look at the composition of TT, you'll note that it's really a combination of all the best coders of the Renegade community. People that had trouble working together in the past have reunited amongst this cause.

Your "servers can't choose anymore" is completely invalid: instead of modding from a bugged game to fix it, you'll mod from a fixed game to bug it (in case of point fix) or to fix it in a different way. It's still up to the server. The possibilities will even be multiplied as there'll be an auto downloader. You will be able to make client side changes for your server.

The thing that annoys people here is that they can't have everything like they'd want it in the standard patch. If I had to make all decisions for the TT-patch, I would probably also make some different ones. But I don't and I'm happy to accept to adapt to some things for the benefit of this patch! And if I want it, I can still adapt my server afterwards to suit my special needs.

If you can't accept that people that do hours/days/weeks/months of work on this patch don't ask you personally what they should do, then you're going to get lots of deceptions in your life. But you'll notice that yourself sooner or later.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Fri, 22 Aug 2008 06:32:25 GMT
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a few things

Quote:The ladder team was put together a long time ago with partial input from the community... the same community that now thinks it was done WITHOUT their input. Boggles my mind.
the partial input being the community got to vote on who one of the last members was? or is there more to it than just that?

Quote:-Doesn't matter. They're out to fix the problems that exist. If you have a problem, by all means share with us and present your arguments with valid and logical points. Who knows? Maybe we'll see it your way and they'll leave it the way it is.
i don't recall the renegade community demanding a patch be made fixing all problems that exist fixing physical bugs (on the map) will most likely be favored by 95% or more of the people, but changing the way the game is scored 6 years late won't sit well with most people

keep in mind the renegade community as a whole did not ask you to fix that

Quote:And because the supposed "majority" has their own selfish desire to keep the game broken, that's just okay then? Pot, kettle...
perhaps the majority likes it for reasons other than selfishness
it actually seems selfish of you to change the points system for everyone because a small number of people are unhappy with it, but by all means proceed

Quote:SSnipe said "im with you Crimson keep up the good work"
1 cheater moron vote for crimson; does that help or hurt the cause?

Subject: Re: Fixing... Points?
Posted by Crimson on Fri, 22 Aug 2008 07:46:52 GMT
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The fallacy of your argument is that you think the majority is against the fix. You can't base an argument on that which you can not prove, especially when my evidence suggests you are most likely mistaken. I would venture to guess that about 75% of the people who don't go to the websites and don't exploit the points bug didn't even notice a difference.

Subject: Re: Fixing... Points?
Posted by mac on Fri, 22 Aug 2008 08:12:59 GMT
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Hey guys,

Let me say a few words of the TT team leader, and about this issue.

It's not set in stone that we'll be fixing the ladder for this first patch. We're really focussing on the game and fixing issues, and we think this is more important than the ladder, at this point. Everything that is being discussed are ideas. They're not final.

The truth is also that one can never satisfy everyone. Fixing the pointsfix will make one side go mad, not fixing it will make the other side go mad. That is why we're giving server owners the chance to disable it, because we're very well aware that it is a very controversial issue. That's also what testing is for. There will be extensive organized tests on the weekends for several months..

For those people who say noone has elected us to make a patch. I question you - if we're not doing it, who else is? It took me about 2 months to get this team together, and another few months to actually work out on where we're heading. All the best coders of this community are working together now towards one common goal. That's a first. If you really think we're heading in the wrong direction, then please come join us. I'm serious. If someone wants to contribute he's welcome.

There have been extensive talks with Electronic Arts about various things, including Source Code and Support. I'm not allowed to speak about details, but let's just say we're very happy with EA currently.

Regards,
mac

Subject: Re: Fixing... Points?
Posted by **EvilWhiteDragon** on Fri, 22 Aug 2008 15:05:33 GMT
View Forum Message <> Reply to Message

mac wrote on Fri, 22 August 2008 10:12Hey guys,

Let me say a few words of the TT team leader, and about this issue.

It's not set in stone that we'll be fixing the ladder for this first patch. We're really focussing on the game and fixing issues, and we think this is m ore important than the ladder, at this point. Everything that is being discussed are ideas. They're not final.

The truth is also that one can never satisfy everyone. Fixing the pointsfix will make one side go mad, not fixing it will make the other side go mad. That is why we're giving server owners the chance to disable it, because we're very well aware that it is a very controversial issue. That's also what testing is for. There will be extensive organized tests on the weekends for several months..

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There have been extensive talks with Electronic Arts about various things, including Source Code and Support. I'm not allowed to speak about details, but let's just say we're very happy with EA currently.

Regards,
mac

mac is totally right. It is hard to even get everyone in the team to agree on things that need or don't need doing, so we don't expect the complete community to totaly agree with us.

The first eta will include controversial things like this, and if people complain, AFTER TESTING WITH AN OPEN MINDED SPIRIT, then we will probaly create a point unfix. But for the first beta, we are GOD of our own mod. After that we'll see how people responded and decide what needs doing before we ask EA to test this so it can be placed on the patcher

---

Subject: Re: Fixing... Points?
Posted by trooprm02 on Fri, 22 Aug 2008 15:30:51 GMT
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mac wrote on Fri, 22 August 2008 03:12That is why we're giving server owners the chance to disable it

Thank you. I think that is a fair compromise, non-points fix servers then just don't transfer data between themselves and the official BHS ladder, but ofcourse ingame ladder (and server ranks) would still work, fair is fair.

Subject: Re: Fixing... Points?
Posted by blly on Fri, 22 Aug 2008 16:14:52 GMT
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can i be the new balance co-ordinator?

Subject: Re: Fixing... Points?
Posted by cmatt42 on Fri, 22 Aug 2008 17:15:20 GMT
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liquidv2 wrote on Fri, 22 August 2008 01:32
i don't recall the renegade community demanding a patch be made fixing all problems that exist
fixing physical bugs (on the map) will most likely be favored by 95% or more of the people, but changing the way the game is scored 6 years late won't sit well with most people

---

keep in mind the renegade community as a whole did not ask you to fix that
The Renegade community initially did not ask them to fix anything. So they should just not fix anything, right?

Quote:perhaps the majority likes it for reasons other than selfishness
it actually seems selfish of you to change the points system for everyone because a small number of people are unhappy with it, but by all means proceed
You just took my statements and reworded them to suit your opinions. If you're going to do that, at least back it up.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Fri, 22 Aug 2008 22:30:48 GMT
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Quote:The fallacy of your argument is that you think the majority is against the fix. You can't base an argument on that which you can not prove, especially when my evidence suggests you are most likely mistaken. I would venture to guess that about 75% of the people who don't go to the websites and don't exploit the points bug didn't even notice a difference.
if 75% of the people don't notice a difference then why are you going through so much trouble to change it? that doesn't make a whole lot of sense to me

what evidence do you have that says more people are for the pointmod than against it? or suggests it like you say?

Quote:You just took my statements and reworded them to suit your opinions. If you're going to do that, at least back it up.
http://www.mcd-server.net/forums/index.php?showtopic=3067&st=0&start=0

i haven't seen anything like that in favor of the pointmod; if you have i'd like to see it

i'll take out a part of crimson's post again
Quote:You can't base an argument on that which you can not prove
you can't prove 100% that the renegade points system wasn't intended; all signs point to yes, but you still have not received word from any of the people who actually coded it that it is indeed bugged or wrong and/or was not intended regardless of it seeming strange or exploitable
although i totally agree that it looks very messed up, it is possible that it was meant to be that way

---

Subject: Re: Fixing... Points?
Posted by sadukar09 on Fri, 22 Aug 2008 22:38:15 GMT
View Forum Message <> Reply to Message

liquidv2 wrote on Fri, 22 August 2008 17:30

i'll take out a part of crimson's post again[/color]
Quote:You can't base an argument on that which you can not prove
you can't prove 100% that the renegade points system wasn't intended; all signs point to yes, but
you still have not received word from any of the people who actually coded it that it is indeed
bugged or wrong and/or was not intended regardless of it seeming strange or exploitable
although i totally agree that it looks very messed up, it is possible that it was meant to be that way
 http://www.renegadeforums.com/index.php?t=msg&th=28502&start=75&rid= 4882#msg_num_2

Oh hey look, a former Westwood employee thinks it's a bug, guess you were all wrong. Now bring
on the ZOMG LIEK HE WEEREN'T TEH CODER WHO MADE TEH TING!!!

Subject: Re: Fixing... Points?
Posted by cmatt42 on Fri, 22 Aug 2008 23:10:34 GMT
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liquidv2 wrote on Fri, 22 August 2008 17:30
http://www.mcd-server.net/forums/index.php?showtopic=3067&st=0&start=0

[color=skyblue]i haven't seen anything like that in favor of the pointmod; if you have i'd like to see
it

Ooh, looks like it's not publicly available unless you bloat their user count; please try again.

Subject: Re: Fixing... Points?
Posted by Rocko on Fri, 22 Aug 2008 23:18:24 GMT
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cmatt42 wrote on Fri, 22 August 2008 18:10liquidv2 wrote on Fri, 22 August 2008 17:30
http://www.mcd-server.net/forums/index.php?showtopic=3067&st=0&start=0

[color=skyblue]i haven't seen anything like that in favor of the pointmod; if you have i'd like to see
it

Ooh, looks like it's not publicly available unless you bloat their user count; please try again.
lol kinda dumb that you won't even consider looking at a petition that has about 50 signatures just
because you won't take the 1 minute to register. I know the guys from mcd and they would not
care at all about how many users their forums has lol.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Fri, 22 Aug 2008 23:21:55 GMT

50 out of several thousand players? lol.

Subject: Re: Fixing... Points?
Posted by Rocko on Fri, 22 Aug 2008 23:24:46 GMT

sadukar09 wrote on Fri, 22 August 2008 18:2150 out of several thousand players? lol.
are all those thousands of players even able to speak english, and even if they do speak english are any of them active enough that they will sign up to a website and specifically sign a petition against a patch? Think of the players that are actually in the community and talk, isn't 50 a pretty big chunk?

Subject: Re: Fixing... Points?
Posted by sadukar09 on Fri, 22 Aug 2008 23:31:09 GMT

50 out of several hundred who actually are involved in a Renegade gaming forum? Uh, no.

Subject: Re: Fixing... Points?
Posted by gkl21 on Sat, 23 Aug 2008 00:05:50 GMT

I think it's just me seeing this, but it seems like only ONE server is whining about the pointfix. The ones with the pointfix on have proven that the pointfix does not matter. (Look at kongs data from jelly aow1 (was additional settings that made people), and n00bstories, and rencom for example)

All those 50 people are probably from one server aswell... Although registering just to see a poll, I prefer not to. If you are going to even try to make a point, at least try to make it fully public, not semi-public (aka require registration to even view it).

As far as it stands, the last comments was it was upto the server owner to enable / disable it. Simple as abc.

Subject: Re: Fixing... Points?
Posted by Spoony on Sat, 23 Aug 2008 01:06:58 GMT

I'll just repeat something I've said several times about Roni's petition - or rather, the people who've signed it.

Roni's petition says: let individual servers/communities/whatever choose whether they want the pointsfix or not, cos not everyone like it.

Firstly let me make it clear: in my view, this is a perfectly good demand. By all means for all I care, let a server/community/whatever choose for itself: pointsfix or no pointsfix.

Fine, I said. OK by me. In my community, Clanwars.cc, I'll take that choice, and I will use the pointsfix.

Here's the rub.

The same people who signed Roni's petition are constantly bitching at me for making this choice, in my own community... the choice the petition is supposed to give me.

A child of nine could see the absurd irony here. Any colour as long as it's black, right?

Subject: Re: Fixing... Points?
Posted by liquidv2 on Sat, 23 Aug 2008 06:02:29 GMT
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Quote:Oh hey look, a former Westwood employee thinks it's a bug, guess you were all wrong.
Now bring on the ZOMG LIEK HE WEEREN'T TEH CODER WHO MADE TEH TING!!!
his input there is about as helpful as the input from a Westwood janitor
he, like us, looked at it and since he's a rational person agreed that it looks like a bug
the fact that he had 100% nothing to do with the creation or coding of the points system makes all the difference

yes he agreed it looks like a bug, like we have said; unfortunately that doesn't mean it's a bug ;(

Subject: Re: Fixing... Points?
Posted by Rocko on Sat, 23 Aug 2008 06:03:18 GMT
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Spoony wrote on Fri, 22 August 2008 20:06I'll just repeat something I've said several times about Roni's petition - or rather, the people who've signed it.

Roni's petition says: let individual servers/communities/whatever choose whether they want the pointsfix or not, cos not everyone like it.

Firstly let me make it clear: in my view, this is a perfectly good demand. By all means for all I care, let a server/community/whatever choose for itself: pointsfix or no pointsfix.

Fine, I said. OK by me. In my community, Clanwars.cc, I'll take that choice, and I will use the pointsfix.

Here's the rub.

The same people who signed Roni's petition are constantly bitching at me for making this choice, in my own community... the choice the petition is supposed to give me.

A child of nine could see the absurd irony here. Any colour as long as it's black, right?
thats more of a private community issue than anything though. people want the choice of whether or not to have it, including jelly himself the owner of the top servers in the game. You're forcing it on people of your own community. it's not necessarily that ironic if the same people who are against being forced to use points fix globally don't want it in the community they're in either. You can run the community how you want because you somehow own clanwars but you can't control people's feelings.

And how can people just ignore the petition topic because they can't take 1 minute to register and look at it? It's not even a poll, it's actual people making an individual post as their signature, making it more valid.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Sat, 23 Aug 2008 06:06:05 GMT
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cmatt42 wrote on Fri, 22 August 2008 18:10liquidv2 wrote on Fri, 22 August 2008 17:30
http://www.mcd-server.net/forums/index.php?showtopic=3067&st=0&start=0

[color=skyblue]i haven't seen anything like that in favor of the pointmod; if you have i'd like to see it

Ooh, looks like it's not publicly available unless you bloat their user count; please try again.
the second i gave you something you just backed off; at least take the time to read it

for all you know it could be a link to a massive plecos website and i just used it to bluff and make you look lazy on the forums

plecos - 1
cmatt42 - 0

Subject: Re: Fixing... Points?
Posted by Goztow on Sat, 23 Aug 2008 07:33:04 GMT
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Quote:Roni's petition says: let individual servers/communities/whatever choose whether they want the pointsfix or not, cos not everyone like it.

"mac"That is why we're giving server owners the chance to disable it, because we're very well aware that it is a very controversial issue.

!

Subject: Re: Fixing... Points?
Posted by Spoony on Sat, 23 Aug 2008 10:59:46 GMT
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rocko wrotethats more of a private community issue than anything though. people want the choice of whether or not to have it, including jelly himself the owner of the top servers in the game. You're forcing it on people of your own community. it's not necessarily that ironic if the same people who are against being forced to use points fix globally don't want it in the community they're in either. You can run the community how you want because you somehow own clanwars but you can't control people's feelings.
This entirely contradicts itself.

Clearly the choice of whether to have it, if there is a choice (and I am not all opposed to there being one) has to be server-side. So the server chooses pointsfix or no pointsfix. Then, a player has a choice of which server to play in.

If a server doesn't like the settings at Jelly or N00bstories or Black-Cell or whatever... whether it is the time limit or the credits or the pointsfix, they can go to one of the many other servers out there in the hope of finding something more to their taste. Likewise, if someone doesn't like the settings that my admins choose to implement, whether it is the rules about pointpushing or flaming APCs or the fact I want to use the pointsfix, they are equally entirely welcome to play in one of the many other clanwar leagues that are available (well, if there aren't, that's hardly my fault...) or play funwars.

What you are saying is what half the people who signed roni's petition have demonstrated. It's NOT ENOUGH for them that each server gets to choose pointsfix... they want the pointsbug forced on everyone. How's that for irony? I've never actually tried - or even specifically wanted - to force the pointsfix onto a different community if they didn't want it. Yet the anti-pointsfix crowd ABSOLUTELY DO want to force the pointsbug on mine.

Subject: Re: Fixing... Points?
Posted by cmatt42 on Sat, 23 Aug 2008 16:20:01 GMT
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liquidv2 wrote on Sat, 23 August 2008 01:06
for all you know it could be a link to a massive plecos website and i just used it to bluff and make you look lazy on the forums

Right, so what's the point of reading it? Oh, it doesn't matter:

Goztow wrote on Sat, 23 August 2008 02:33Quote:Roni's petition says: let individual servers/communities/whatever choose whether they want the pointsfix or not, cos not everyone

like it.

"mac"That is why we're giving server owners the chance to disable it, because we're very well aware that it is a very controversial issue.

Subject: Re: Fixing... Points?
Posted by Rocko on Sun, 24 Aug 2008 02:24:09 GMT
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Spoony wrote on Sat, 23 August 2008 05:59rocko wrotethats more of a private community issue than anything though. people want the choice of whether or not to have it, including jelly himself the owner of the top servers in the game. You're forcing it on people of your own community. it's not necessarily that ironic if the same people who are against being forced to use points fix globally don't want it in the community they're in either. You can run the community how you want because you somehow own clanwars but you can't control people's feelings.
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lol did you finally change your mind and decided to give people a choice, it's hard to tell where your stance is when you write out pages worth of essays including the same rhetoric all the time.

Subject: Re: Fixing... Points?
Posted by Crimson on Sun, 24 Aug 2008 02:45:50 GMT
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He wouldn't have to do that if the majority of people would READ and COMPREHEND what he's saying.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Sun, 24 Aug 2008 03:30:55 GMT
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spoony talks in circles and many people get fed up and don't read it all or get confused by the way
he puts things and as a result misunderstand them
though that doesn't pertain to rocko; he's just surprised that spoony did a 180 on the subject

Quote:Yet the anti-pointsfix crowd ABSOLUTELY DO want to force the pointsbug on mine.
from what i've seen your league is telling you that they don't want the pointmod but you're putting
it on anyways; the decision is entirely yours, but people don't understand at all why you're doing it
especially when nearly your entire league is asking you not to

Subject: Re: Fixing... Points?
Posted by Homey on Sun, 24 Aug 2008 18:43:14 GMT
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Spoony can do whatever he wants with his league if he owns it, pretty straight forward. Since
there is no other league like it he can also change things even if the majority is against it.
Changing things in a normal renegade community is NOT as straight forward. People can simply
go elsewhere. with cw's, where are you gonna go? That to me is the reason why people are upset
about it.

Subject: Re: Fixing... Points?
Posted by Spoony on Mon, 25 Aug 2008 06:41:11 GMT
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liquidv2 wrote on Sat, 23 August 2008 22:30spoony talks in circles and many people get fed up
and don't read it all or get confused by the way he puts things and as a result misunderstand them
though that doesn't pertain to rocko; he's just surprised that spoony did a 180 on the subject
Did I? I don't think I ever specifically said 'I'm gonna make damn sure you are never able to have
a choice whether to use the pointsfix or not, and there's nothing you can do about it'. I did ask a
very simple question: "if this did become mandatory, what exactly would be your problem with
that?" In my mind that's a very legitimate question, especially considering all the benefits that the
pointsfix offers, which are undeniable regardless of your overall opinion.

And if I did 'do a 180', why aren't the same people who so viciously flamed me... thanking me?
sorry, but if people flew into a rage at the perceived notion that I was personally refusing to let
them choose pointsfix or no pointsfix (which isn't really true anyway...) why aren't they content to
hear that they will have a choice?

I think I already know the answer; it's what I said earlier. A lot of people AREN'T content with
every server having a choice, pointsfix or no pointsfix. They won't be content as long as the
pointsfix exists at all...

liquidv2 wrote on Sat, 23 August 2008 22:30Quote:Yet the anti-pointsfix crowd ABSOLUTELY DO want to force the pointsbug on mine.
from what i've seen your league is telling you that they don't want the pointmod but you're putting it on anyways; the decision is entirely yours, but people don't understand at all why you're doing it especially when nearly your entire league is asking you not to
Really? The entire league? You're sure Orca isn't just voting 20 times again?

Don't put much faith in polls; check the debate thread instead. You basically have six people bitching about the pointsfix. One of whom is a banned cheater. Two more have a history of outright disregarding rules anyway. Another actually tried to kill the league by means of sabotage when we banned his friend for pointpushing. Another has broken more league rules than every other person in the league put together. So out of those six people who are so vehemently anti-pointsfix, a grand total of ONE is in a position where I feel like I should consider his opinion at all.

Homey wroteSpoony can do whatever he wants with his league if he owns it, pretty straight forward. Since there is no other league like it he can also change things even if the majority is against it. Changing things in a normal renegade community is NOT as straight forward. People can simply go elsewhere. with cw's, where are you gonna go? That to me is the reason why people are upset about it.
I've heard this argument before, but what absolutely mystifies me is why some people seem convinced it supports their side instead of mine. It's basically an admission that I'm the only person who gives enough of a shit about clanwar ladders to actually host one... and apparently that is an argument against me.

Crimson will back me up on something, I think. There are a few settings at N00bstories server which I personally didn't like. I made a few threads expressing my opinions on the subject, and some people just said: host your own server if you don't like it. I may not like it, but I must admit that is an entirely reasonable thing to say... so I did just that. Perhaps instead of engaging people in civilised, logical debate on why the pointsfix makes gameplay more fair in the clanwars league, I should just take the "fuck off and make your own league" position instead...

Subject: Re: Fixing... Points?
Posted by **liquidv2** on Mon, 25 Aug 2008 22:20:48 GMT
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inc quote wars

Quote:Did I? I don't think I ever specifically said 'I'm gonna make damn sure you are never able to have a choice whether to use the pointsfix or not, and there's nothing you can do about it'.
liar, i saw you say that

Subject: Re: Fixing... Points?
Posted by **liquidv2** on Mon, 25 Aug 2008 22:28:08 GMT
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like i suggested, you should make a topic on the clanwars forum about the pointmod; each person can post once on their main account saying whether or not they want it to be used in clanwars no one will be able to get with using other accounts since clanwar players have a pretty good of who people are and what names they use

you can stop using the "polls are flawed" excuse because you know what the outcome of this would be

no one is going to make their own league or try to overthrow yours; i think clanwars players are loyal even if they do disagree on many things you have to say clanwars will exist with or without the pointmod being used, and maybe they'll end up liking it once they use it more

the fact that you didn't side with the vast majority of your league on the implementation of the pointmod makes you look like a real penis in the eyes of a lot of people

---

Subject: Re: Fixing... Points?
Posted by Craziac on Mon, 25 Aug 2008 23:15:38 GMT
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Err, nvm. This post can be deleted.

Subject: Re: Fixing... Points?
Posted by Spoony on Tue, 26 Aug 2008 06:56:42 GMT
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liquidv2 wrote on Mon, 25 August 2008 17:28[color=skyblue]like i suggested, you should make a topic on the clanwars forum about the pointmod; each person can post once on their main account saying whether or not they want it to be used in clanwars no one will be able to get with using other accounts since clanwar players have a pretty good of who people are and what names they use

you can stop using the "polls are flawed" excuse because you know what the outcome of this would be
It's sad you keep ignoring the main reason I don't let polls determine league policy, even though I've repeated it about seven or eight times. But then, the anti-pointsfix crowd never did like to, you know, read what the person they're arguing with is saying.

The fact the anti-pointsfix crowd have been caught manipulating polls several times in ways that would make Robert Mugabe, if by some chance he happened to be watching, reach for a notepad... is really just an interesting aside.

liquidv2 wrote on Mon, 25 August 2008 17:28no one is going to make their own league or try to overthrow yours

You are probably correct in the first part, probably nobody will go to the trouble of making another league. As for trying to overthrow mine, if you bothered to read my posts you'd have noted that one or two of the people currently bitching about the pointsfix tried that before, only last time it was because we banned a pointpusher.

liquidv2 wrote on Mon, 25 August 2008 17:28the fact that you didn't side with the vast majority of your league on the implementation of the pointmod makes you look like a real penis in the eyes of a lot of people
I can live with that, considering that every other time I've gone against the majority of clanwars, it turned out that I was right and everyone else was wrong... sometimes with absolutely disastrous consequences if the 'majority' had been heeded. For starters, there are at least two situations when the league would've been completely closed, probably for good.

I pointed all this out to you before several times and you seemed strangely unmoved by it, which is why I frankly doubt your sincerity when you pretend you give a shit about the players of clanwars...

Subject: Re: Fixing... Points?
Posted by liquidv2 on Wed, 27 Aug 2008 04:34:17 GMT
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Quote:I can live with that, considering that every other time I've gone against the majority of clanwars, it turned out that I was right and everyone else was wrong... sometimes with absolutely disastrous consequences if the 'majority' had been heeded.
i hope you're right, for the sake of everyone involved

the point i'm making about having a topic where a single response from a clanwars player counts as a vote is that your league doesn't want the pointmod; nothing more, nothing less

even when that topic would reveal the truth it would make no difference

you've made it clear that their wants and opinions aren't the driving factor behind the decisions you make; in some cases they hold no weight whatsoever
which you say is with good reason, and i'll have to go with you on that since i have no reason not to

---

Subject: Re: Fixing... Points?
Posted by Rocko on Wed, 27 Aug 2008 05:01:16 GMT
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everyone deserves de right t'complain and democracy should always be da damn most impo'tant

---

Subject: Re: Fixing... Points?
Posted by Spoony on Wed, 27 Aug 2008 08:01:11 GMT

liquidv2 wrote on Tue, 26 August 2008 23:34the point i'm making about having a topic where a single response from a clanwars player counts as a vote is that your league doesn't want the pointmod; nothing more, nothing less

even when that topic would reveal the truth it would make no difference
That topic already exists; it's called the debate thread (which originally started as a reference to roni's petition). The beauty of that debate is you can see why people think what they think.

So, when you read the following:
Simpee: "I don't like the pointsfix because you don't get enough points for tankfighting"
Karmai: "I don't like the pointsfix because westwood didn't really intend it"
Anthrax: "I don't like the pointsfix because I should get points based on how much damage I'm doing"
Clearshot: "I don't like the pointsfix because spoony AR's buffer maps"

... you can make a note of the fact that every reason they've given for not liking the pointsfix has been complete bullshit. Perhaps you think that isn't important when an overall decision is made; perhaps you think that enough people say 2+2=5, even if some asshole called spoony is showing you a calculator showing otherwise, then the maths books should be rewritten accordingly.... I personally do not subscribe to this way of thinking.

liquidv2 wrote on Tue, 26 August 2008 23:34you've made it clear that their wants and opinions aren't the driving factor behind the decisions you make; in some cases they hold no weight whatsoever
which you say is with good reason, and i'll have to go with you on that since i have no reason not to
Indeed, since I can just repeat what I've said to you over and over again and you never seem to take on board; the people you're so quick to defend are one cheater, one person who tried to kill the league, three people with a consistent history of disregarding rules, and one person who says clanwars is about to die, he can stop it, and he chooses not to.

If democracy means the opinion of someone like the above is worth the same amount as mine, even if the above-mentioned person has been categorically wrong about every single thing they've said without exception, then thank you but I don't want democracy.

Democracy's a bit like the pointsfix,. Some people don't want the pointsfix in their servers. I'm fine with that, no matter how highly I think of the pointsfix itself. I don't want democracy in my league, and that's something you can either be fine with or you can carry on ranting... whichever makes you feel better.

Subject: Re: Fixing... Points?
Posted by kong009 on Thu, 28 Aug 2008 02:19:25 GMT

kong009: "I don't like the pointsfix because it drops player count in servers."

My data suggest that the server settings are not at fault for the initial player count drop. The only change we made (until recently) was to add the pointsfix. Turn that around all you want to and say this doesn't explain the increase in players recently, but the fact remains, we suffered a player loss due to the pointsfix.

Again, I want to stress that my issue with the pointsfix is I very much worry about MY servers, the ones I moderate, losing players due to a points system we had NOTHING to do with but given NO CHOICE whether to use it or not. The fact that n00bstories has not lost its players gives me some hope, but I am not convinced.

So you are going to give servers the chance to run without the fix, but that isn't free, is it? Essentially now the choice I have to give to my regulars is "Would you rather have more credits and sacrifice being ranked on a global ladder or would you suffer through limited credits and be globally ranked?"

When I step back and look at that question and the circumstances surrounding it, I realize that only reason for this is this mandatory pointsfix I had no hand in creating or agree with.

What I'm trying to understand is where you come off thinking that it's okay for you to throw this controversial pointsfix on a game that has been around for many years, make it mandatory, and then wonder where all the opposition is coming from. You're not surprised that people are resisting this change... are you?

Furthermore, please don't tell me, or anybody else for that matter, that you are interested in fixing everything you can possibly fix and then host a poll at the top of this section of the forums asking if you should fix the outside pt-bug or not (or make it mandatory, to be more specific). Clearly that bug has the potential to change the outcome of games as well, but there is some inconsistency there with how you are approaching the pointsfix vs. outside pt-bug, wouldn't you agree?

Subject: Re: Fixing... Points?
Posted by liquidv2 on Thu, 28 Aug 2008 03:57:10 GMT
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i just wanted you to come out and say Hey, I'm siding with myself and doing what I want instead of what everyone else at cw.cc who plays Renegade wants (minus Whiskey)

and you can do that; go right ahead, no one's gonna stop you

a simple "Post Yes or No" topic would demonstrate my point that they don't want it; an open debate is not even remotely close to a poll

i'm "done ranting" since shit about clanwars using the pointmod isn't the point of this thread

---

Subject: Re: Fixing... Points?
Posted by Crimson on Thu, 28 Aug 2008 07:20:47 GMT

kong009 wrote on Wed, 27 August 2008 19:19kong009: "I don't like the pointsfix because it drops player count in servers."

My data suggest that the server settings are not at fault for the initial player count drop. The only change we made (until recently) was to add the pointsfix. Turn that around all you want to and say this doesn't explain the increase in players recently, but the fact remains, we suffered a player loss due to the pointsfix.

Jelly has been running the points fix on the AOW1 server for over a year, as have I. There are plenty of other factors that are much more likely to have caused the drop in players, such as RenGuard being less effective, new games coming out, compilations like TFD not coming out, and people of Renegade age being on summer break. There should be a boost as kids get back in school and the weather gets colder, kids getting $5 Renegade in their stockings, and hopefully the TT patch.

Quote:Again, I want to stress that my issue with the pointsfix is I very much worry about MY servers, the ones I moderate, losing players due to a points system we had NOTHING to do with but given NO CHOICE whether to use it or not. The fact that n00bstories has not lost its players gives me some hope, but I am not convinced.

So you are going to give servers the chance to run without the fix, but that isn't free, is it? Essentially now the choice I have to give to my regulars is "Would you rather have more credits and sacrifice being ranked on a global ladder or would you suffer through limited credits and be globally ranked?"

The ladder is only a price to pay if you want it to be. I believe the players have wanted a working ladder ever since Renegade came out and it's not a stretch to agree that the current formula is a long way from being a good indicator of skill. But, we simply can't allow knowingly-unbalanced servers to contribute their data when you're trying to calculate skill. It doesn't make any sense to do so.

Quote:When I step back and look at that question and the circumstances surrounding it, I realize that only reason for this is this mandatory pointsfix I had no hand in creating or agree with.

Absolute proof has been provided as to why this fix was both intended by Westwood and balances the game. Over a year of gameplay testing has shown that the only players who are negatively affected by the fix are the ones who use bullshit tactics, and the players who are positively affected are the ones who play seriously and contribute to their teams.

Quote:What I'm trying to understand is where you come off thinking that it's okay for you to throw this controversial pointsfix on a game that has been around for many years, make it mandatory, and then wonder where all the opposition is coming from. You're not surprised that people are resisting this change... are you?

Actually I was and am stunned. I have had so much more fun in the game since I added the fix to

my servers that I can not fathom why anyone is resisting it at all.

Quote:Furthermore, please don't tell me, or anybody else for that matter, that you are interested in fixing everything you can possibly fix and then host a poll at the top of this section of the forums asking if you should fix the outside pt-bug or not (or make it mandatory, to be more specific). Clearly that bug has the potential to change the outcome of games as well, but there is some inconsistency there with how you are approaching the pointsfix vs. outside pt-bug, wouldn't you agree?

I didn't create the poll. I doubt we ever intended to let the fake majority here decide the issue anyway. I believe it was more a forum for feedback so that we could figure out if there was any good reason not to fix it. I use outside PTs myself but I'm willing to work with my teammates to create new tactics if we lose that option that never should have been there in the first place.

Subject: Re: Fixing... Points?
Posted by Spoony on Thu, 28 Aug 2008 11:07:21 GMT
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liquidv2 wrotei just wanted you to come out and say Hey, I'm siding with myself and doing what I want
What was wrong with the last dozen or so times when I very carefully explained why policy is determined by admins instead of democratically? When has this ever been a secret?

liquidv2 wrotea simple "Post Yes or No" topic would demonstrate my point that they don't want it; an open debate is not even remotely close to a poll
and you'd prefer a yes or no topic, presumably because it makes you feel better about the fact that every single thing everyone on your side has said about the pointsfix has been wrong, without exception... it beggars belief why you think that's not worth pointing out.

kong009 wrote on Wed, 27 August 2008 21:19Again, I want to stress that my issue with the pointsfix is I very much worry about MY servers, the ones I moderate, losing players due to a points system we had NOTHING to do with but given NO CHOICE whether to use it or not.
You'd need to talk to Jelly about that, surely?

kong009 wrote on Wed, 27 August 2008 21:19So you are going to give servers the chance to run without the fix, but that isn't free, is it? Essentially now the choice I have to give to my regulars is "Would you rather have more credits and sacrifice being ranked on a global ladder or would you suffer through limited credits and be globally ranked?"
uh, I seem to recall you already decided that getting credits for no reason was more important than being on TT's ladder. now it seems you want it both ways, at the expense of the ladder's fairness.

no. just no.

kong009 wrote on Wed, 27 August 2008 21:19Furthermore, please don't tell me, or anybody else for that matter, that you are interested in fixing everything you can possibly fix and then host a poll at the top of this section of the forums asking if you should fix the outside pt-bug or not (or make it

mandatory, to be more specific). Clearly that bug has the potential to change the outcome of games as well, but there is some inconsistency there with how you are approaching the pointsfix vs. outside pt-bug, wouldn't you agree?
As we've already explained... the pointsbug makes the game less fair. That's a cast-iron fact, and even most of the anti-pointsfix crowd have acknowledged it in their own way... just look at bllybobb talking about how 'exhilariting' it is when the wrong team wins because they spent more time shooting stuff they don't damage.
(it is quite funny when the next day he rants at a teammate for getting a higher score than him and asks for the points system to be changed because of it...)

Individual points are a crucial part of how ladder points are determined; they always have been. Admittedly I do have some ideas on redressing that a bit but they still will be paramount. No, we are not going to give ladder points to people who did NO DAMAGE just because they shot tanks with a ramjet. If you want that bullshit to go on in your server, go right ahead for all I care. We are not going to give them ladder for it.

The outside-PT bug isn't even remotely comparable.

Subject: Re: Fixing... Points?
Posted by jnz on Thu, 28 Aug 2008 12:32:04 GMT
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If the ladder is about "skill", then why does the pointsfix, starting credits or all other things have anything to do with it? If a player is skilled, he will work with his team, he will try to get credits the honest way. Your ladder code could pick up on that. If you're just going off score then it's not about skill at all, it's just how long can we pointwhore for.

Subject: Re: Fixing... Points?
Posted by Herr Surth on Thu, 28 Aug 2008 12:39:39 GMT
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RoShamBo wrote on Thu, 28 August 2008 07:32If the ladder is about "skill", then why does the pointsfix, starting credits or all other things have anything to do with it? If a player is skilled, he will work with his team, he will try to get credits the honest way. Your ladder code could pick up on that. If you're just going off score then it's not about skill at all, it's just how long can we pointwhore for.Do you actually think about what you type?
-Spoorthy

Subject: Re: Fixing... Points?
Posted by Spoony on Thu, 28 Aug 2008 14:41:33 GMT
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RoShamBo wrote on Thu, 28 August 2008 07:32If the ladder is about "skill", then why does the

pointsfix, starting credits or all other things have anything to do with it? If a player is skilled, he will work with his team, he will try to get credits the honest way. Your ladder code could pick up on that.
Both the pointsfix and high starting credits misbalance the game, which devalues the ladder.

RoShamBo wrote on Thu, 28 August 2008 07:32If you're just going off score then it's not about skill at all, it's just how long can we pointwhore for.
Elaborate, please... tell me exactly what you're trying to say, in real practical terms. No rhetoric allowed.

Subject: Re: Fixing... Points?
Posted by Homey on Thu, 28 Aug 2008 16:41:33 GMT
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Spoony have you ever seen olddust's marathon ladder?
http://www.jelly-server.com/nuke/modules.php?name=FUDForums&file=index&t=msg&th=7906&start=0&S=ca5f1d86763df8d4a7a2b94b4da59235

Ladder = points = not skill. But if you have skill you can go for points and get lots of ladder.

Subject: Re: Fixing... Points?
Posted by gkl21 on Thu, 28 Aug 2008 19:35:26 GMT
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Homey wrote on Thu, 28 August 2008 11:41Spoony have you ever seen olddust's marathon ladder?   http://www.jelly-server.com/nuke/modules.php?name=FUDForums&file=index&t=msg&th=7906&start=0&S=ca5f1d86763df8d4a7a2b94b4da59235

Ladder = points = not skill. But if you have skill you can go for points and get lots of ladder.

That ladder works basically the same way WOL Ladder does...

Infact, for that ladder to be more correct, teamwork would be required in which the pointfix does promote.

Subject: Re: Fixing... Points?
Posted by jnz on Thu, 28 Aug 2008 20:05:20 GMT
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Spoony wrote on Thu, 28 August 2008 15:41
RoShamBo wrote on Thu, 28 August 2008 07:32If you're just going off score then it's not about skill at all, it's just how long can we pointwhore for.
Elaborate, please... tell me exactly what you're trying to say, in real practical terms. No rhetoric

---

allowed.

It's not hard to sit with an artilery pounding at a building to get MVP.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Thu, 28 Aug 2008 20:06:12 GMT
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RoShamBo wrote on Thu, 28 August 2008 21:05Spoony wrote on Thu, 28 August 2008 15:41
RoShamBo wrote on Thu, 28 August 2008 07:32If you're just going off score then it's not about
skill at all, it's just how long can we pointwhore for.
Elaborate, please... tell me exactly what you're trying to say, in real practical terms. No rhetoric
allowed.

It's not hard to sit with an artilery pounding at a building to get MVP.
Other team must be retarded to let you sit very long.

Subject: Re: Fixing... Points?
Posted by jnz on Thu, 28 Aug 2008 20:12:04 GMT
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They usually are.

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Thu, 28 Aug 2008 20:23:38 GMT
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Yeah, I've seen pointwhores/killwhores a-plenty who have the highest score/kill count, yet their
team still loses.

I feel like taking a wrench and shoving it into parts that should not be described on this forum
when people do that.

Subject: Re: Fixing... Points?
Posted by Roni on Thu, 28 Aug 2008 20:23:39 GMT
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Hello,

Is there anyway to get an update on one post from Mac as to where the progress of the patch is at
and where and when will be tested? There are alot of threads and getting bits and pieces here
and there and reading threw every page is quite cumbersome. Can we just get a simple updated

---

recap somewhere? I want to make sure I understand clearly that TT will be making an pointunfix.dll with the patch for server owners?

Just to clarify I proposed the anti-point fix petition because initially it sounded like it was going to be a mandatory part of the patch. I aimed to collect signatures from active gameplayers to send to EA legal department and their Operations department to let them know that there are alot of players who would like to have the option of playing with the original point system. This was my intent because I felt as though the voice of alot of players were not being heard so I created this petition.

http://www.mcd-server.net/forums/index.php?showtopic=3067

Putting that aside, as I understand now there will be a server side option and I feel our voice has been heard. I am not here to debate on whether one view is right or wrong. There are literally 50 pages plus of debate on multiple sites on the point fix option of the patch. I have simply from the beginning just asked for the option to choose what to have on my server.

I really don't care much for the ladder. I have my own ladder system and prizes I give out each month so being part of this new ladder system doesn't mean much to me but that is simply my opinion and it is clear that some players don't agree that they should be opted out of the new ladder system. I appreciate TT taking the time to listen to all perspectives.

If you truly want to get the most out of the beta test may I suggest the following;

-Try having servers test with the pointfix and pointunfix for a period of time.

-Try to test in smaller and larger servers be part of the test

If the pointunfix is truly ready to be tested I would like to offer my server as test server. We are a smaller community with around 260 registered members with only a few months under our belt but we host generally between 15-30 players most of the time in AOW. We have a 50 player AOW and a 30 player Sniper Server Up.

Thanks

Roni

Subject: Re: Fixing... Points?
Posted by Spoony on Thu, 28 Aug 2008 20:35:41 GMT

RoShamBo wrote on Thu, 28 August 2008 16:05It's not hard to sit with an artilery pounding at a building to get MVP.
Without skill and teamwork, the enemy will easily stop you.

Cabal8616 wroteYeah, I've seen pointwhores/killwhores a-plenty who have the highest score/kill count, yet their team still loses.

I feel like taking a wrench and shoving it into parts that should not be described on this forum when people do that.
Then you may be interested to know one of my plans for the ladder, which is that all players on the losing team lose the same amount of ladder points regardless of their individual score. (though there is a concession to players who only just joined)

It means personal score only counts for anything if your team wins, and it also means winratio plays a far higher role in determining who's top of the ladder.

Subject: Re: Fixing... Points?
Posted by Crimson on Fri, 29 Aug 2008 00:50:19 GMT

RoShamBo wrote on Thu, 28 August 2008 05:32If the ladder is about "skill", then why does the pointsfix, starting credits or all other things have anything to do with it? If a player is skilled, he will work with his team, he will try to get credits the honest way. Your ladder code could pick up on that. If you're just going off score then it's not about skill at all, it's just how long can we pointwhore for.

Apparently there is a "skill" metric hidden in the code for Renegade that only RoShamBo knows about.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Fri, 29 Aug 2008 05:22:57 GMT

Quote:and you'd prefer a yes or no topic, presumably because it makes you feel better about the fact that every single thing everyone on your side has said about the pointsfix has been wrong, without exception... it beggars belief why you think that's not worth pointing out.
i don't understand why you believe it's possible to disprove an OPINION
it's a Do you want it: Yes or No question

the thing you said about everyone on the losing team losing the same amount of ladder points, that's good
except what happens to people who joined late with no chance of winning, and what happens if people leave games to avoid losing ladder?

Subject: Re: Fixing... Points?
Posted by jnz on Fri, 29 Aug 2008 06:04:20 GMT
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Crimson wrote on Fri, 29 August 2008 01:50RoShamBo wrote on Thu, 28 August 2008 05:32If the ladder is about "skill", then why does the pointsfix, starting credits or all other things have anything to do with it? If a player is skilled, he will work with his team, he will try to get credits the honest way. Your ladder code could pick up on that. If you're just going off score then it's not about skill at all, it's just how long can we pointwhore for.

Apparently there is a "skill" metric hidden in the code for Renegade that only RoShamBo knows about.

Since when did WW/EA hand over the source to you?

Subject: Re: Fixing... Points?
Posted by Goztow on Fri, 29 Aug 2008 06:33:56 GMT
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Roni wrote on Thu, 28 August 2008 22:23Hello,

Is there anyway to get an update on one post from Mac as to where the progress of the patch is at and where and when will be tested? There are alot of threads and getting bits and pieces here and there and reading threw every page is quite cumbersome. Can we just get a simple updated recap somewhere? I want to make sure I understand clearly that TT will be making an pointunfix.dll with the patch for server owners?

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Thanks

Roni

Dear God, I spotted intelligence! Thank you!

This is the latest "official" statement:
"mac"Hey guys,

Let me say a few words of the TT team leader, and about this issue.

It's not set in stone that we'll be fixing the ladder for this first patch. We're really focussing on the game and fixing issues, and we think this is m Rocked Over ore important than the ladder, at this point. Everything that is being discussed are ideas. They're not final.

The truth is also that one can never satisfy everyone. Fixing the pointsfix will make one side go mad, not fixing it will make the other side go mad. That is why we're giving server owners the chance to disable it, because we're very well aware that it is a very controversial issue. That's also what testing is for. There will be extensive organized tests on the weekends for several months..

For those people who say noone has elected us to make a patch. I question you - if we're not doing it, who else is? It took me about 2 months to get this team together, and another few months to actually work out on where we're heading. All the best coders of this community are working together now towards one common goal. That's a first. If you really think we're heading in the wrong direction, then please come join us. I'm serious. If someone wants to contribute he's welcome.

There have been extensive talks with Electronic Arts about various things, including Source Code and Support. I'm not allowed to speak about details, but let's just say we're very happy with EA currently.

Regards,
mac

Subject: Re: Fixing... Points?
Posted by Crimson on Fri, 29 Aug 2008 09:14:27 GMT

RoShamBo wrote on Thu, 28 August 2008 23:04Crimson wrote on Fri, 29 August 2008 01:50Apparently there is a "skill" metric hidden in the code for Renegade that only RoShamBo knows about.

Since when did WW/EA hand over the source to you?

I never said they did...

Subject: Re: Fixing... Points?
Posted by Spoony on Fri, 29 Aug 2008 11:59:37 GMT

liquidv2 wrote on Fri, 29 August 2008 00:22i don't understand why you believe it's possible to disprove an OPINION
it's a Do you want it: Yes or No question
then you've paid absolutely zero attention to the debate. indeed, any of the debates.

the anti-pointsfix crowd continually try to explain their opinion by making statements like "westwood didn't intend this" or "you can't get points for tankfighting now", etc etc. When someone says this, it's not opinion they're trying to deal with, it's fact. When simpee says you can't get points for tankfighting now, he's not actually offering an opinion; he's TRYING to deal in facts... he's TRYING to use a mathematical argument. Unfortunately his maths are, quite simply, wrong.... demonstrably so. Just like the "westwood didn't intend it" stuff.

I've pointed this important distinction out about a dozen times; basically every time someone says something and gets proven wrong, they say "OMG ITS AN OPINION" so they don't have to admit it or reconsider. And yet the same nonsense is repeated again and again; you just gave it another airing. It's quite depressing that the difference between an opinion and a fact needs to be explained to an adult...

liquidv2 wrote on Fri, 29 August 2008 00:22the thing you said about everyone on the losing team losing the same amount of ladder points, that's good
except what happens to people who joined late with no chance of winning
re-read the quote. I said there is a concession to players who only just joined. There currently is anyway... ladder takes into account how long you spent in the game. that's why someone who only just joined before the base died loses 0 ladder, whereas someone with a much higher score might lose -10.

liquidv2 wrote on Fri, 29 August 2008 00:22and what happens if people leave games to avoid losing ladder?
Doesn't help them now, won't help them on the new system.

Subject: Re: Fixing... Points?
Posted by jnz on Fri, 29 Aug 2008 22:34:50 GMT
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Crimson wrote on Fri, 29 August 2008 10:14RoShamBo wrote on Thu, 28 August 2008
23:04Crimson wrote on Fri, 29 August 2008 01:50Apparently there is a "skill" metric hidden in the
code for Renegade that only RoShamBo knows about.

Since when did WW/EA hand over the source to you?

I never said they did...

I never said anything about the original Renegade code, I specifically said "Your code".

Don't be so quick to jump on the bandwagon just because you have some sort of a grudge against
me. All I did was voice my opinion.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Sat, 30 Aug 2008 05:16:37 GMT
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Quote:the anti-pointsfix crowd continually try to explain their opinion by making statements like
"westwood didn't intend this" or "you can't get points for tankfighting now", etc etc. When someone
says this, it's not opinion they're trying to deal with, it's fact.
this really doesn't have anything to do with the topic i've suggested

Quote:When simpee says you can't get points for tankfighting now, he's not actually offering an
opinion; he's TRYING to deal in facts... he's TRYING to use a mathematical argument.
Unfortunately his maths are, quite simply, wrong.... demonstrably so.
no; he's saying that compared to before you get immensely less points for tankfighting
you're assuming too much yet again

Quote:Just like the "westwood didn't intend it" stuff.
shit, with westwood not around who knows what was or what wasn't intended; all we can do now
is venture our best guesses based on the information we have, but we'll never know for sure

Quote:I've pointed this important distinction out about a dozen times; basically every time
someone says something and gets proven wrong, they say "OMG ITS AN OPINION" so they don't
have to admit it or reconsider.
explain how this applies to someone saying "I dislike the pointmod and do not want it used in
clanwars."

Quote:And yet the same nonsense is repeated again and again; you just gave it another airing. It's

quite depressing that the difference between an opinion and a fact needs to be explained to an adult...
you're trying to spin your way out of this; i just want you to get an honest count from your community about this issue, and it's clear you're avoiding it at all costs because it will show just how alone you really are

---

Subject: Re: Fixing... Points?
Posted by Ghostshaw on Sat, 30 Aug 2008 09:41:09 GMT
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Someone please lock this, its going nowhere (for those who don't know this is not the first liquidv2 <-> Spoony dicussion about this subject) -_-.

Subject: Re: Fixing... Points?
Posted by Crimson on Sat, 30 Aug 2008 12:04:00 GMT
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RoShamBo wrote on Fri, 29 August 2008 15:34Crimson wrote on Fri, 29 August 2008 10:14RoShamBo wrote on Thu, 28 August 2008 23:04Crimson wrote on Fri, 29 August 2008 01:50Apparently there is a "skill" metric hidden in the code for Renegade that only RoShamBo knows about.

Since when did WW/EA hand over the source to you?

I never said they did...

I never said anything about the original Renegade code, I specifically said "Your code".

Don't be so quick to jump on the bandwagon just because you have some sort of a grudge against me. All I did was voice my opinion.

Well, as someone who has dabbled in programming, you should understand that there is special number hidden someone that equals skill. A mathematical formula must be devised to use actual, usuable figures such as whether or not the player was on the winning team, their points, their kills, their deaths, their building damage, repair damage, etc must be meshed together into an reasonably-agreeable "skill" measurement to determine who was actually the best player for the month.

You can't just throw a random "well make your formula do that" and expect us to try and figure out what the fuck that actually means.

Subject: Re: Fixing... Points?
Posted by jnz on Sat, 30 Aug 2008 15:28:59 GMT

It was my opinion and a suggestion. I do know how how hard it is to balance a formula like this, I don't see how different settings on different servers justifies them not being able to be on the ladder, if it's about skill.

Subject: Re: Fixing... Points?
Posted by Spoony on Sat, 30 Aug 2008 16:36:59 GMT

liquidv2 wrote on Sat, 30 August 2008 00:16Quote:the anti-pointsfix crowd continually try to explain their opinion by making statements like "westwood didn't intend this" or "you can't get points for tankfighting now", etc etc. When someone says this, it's not opinion they're trying to deal with, it's fact.
this really doesn't have anything to do with the topic i've suggested
That's because you seem to think that it doesn't matter whether you know what the fuck you're talking about when it comes to deciding league policy. I happen to think it is rather important.

liquidv2 wrote on Sat, 30 August 2008 00:16Quote:When simpee says you can't get points for tankfighting now, he's not actually offering an opinion; he's TRYING to deal in facts... he's TRYING to use a mathematical argument. Unfortunately his maths are, quite simply, wrong.... demonstrably so.
no; he's saying that compared to before you get immensely less points for tankfighting
you're assuming too much yet again
Why don't you actually read my posts?

Yes, he is saying that you get immensely less points for tankfighting.

AND HE HAS BEEN MATHEMATICALLY PROVEN WRONG.

I've said this over and over again; I'm getting a little tired of you absolutely failing to even read what I'm saying. I'll probably just put you on ignore to return the favour if you keep it up.

liquidv2 wrote on Sat, 30 August 2008 00:16Quote:Just like the "westwood didn't intend it" stuff.
shit, with westwood not around who knows what was or what wasn't intended; all we can do now is venture our best guesses based on the information we have, but we'll never know for sure
Two things. Firstly, the evidence indicating that the pointsfix is what the points system ought to have been is ABSOLUTELY STAGGERING, and none of it has ever been refuted. Secondly, many people at Smak on the anti-pointsfix crowd have claimed that they DO know for sure that the pointsbug is what was really intended, in contradiction of all the evidence...

liquidv2 wrote on Sat, 30 August 2008 00:16Quote:I've pointed this important distinction out about a dozen times; basically every time someone says something and gets proven wrong, they say "OMG ITS AN OPINION" so they don't have to admit it or reconsider.
explain how this applies to someone saying "I dislike the pointmod and do not want it used in clanwars."
Because, like I said, I happen to think that rules should be decided by people who actually know

---

what they're talking about. At Clanwars.cc, rules are decided by considering them carefully, looking at the evidence, and making a logical determination... not by the rant and bullying and bending the truth that the anti-pointsfix crowd has done from the very beginning of the debate and still are doing. Secondly, if someone has managed to be spectacularly wrong about EVERY SINGLE FUCKING THING THEY'VE SAID (as everyone who's argued against the pointsfix on Smak has been... plus half of them have also demonstrated their willingness to lie about stuff to try to sway opinion), I rather object to their opinion on a rule having as much weight as mine.

This is in addition to the fact that everyone you're defending is hardly in a great position to tell me anything at all about what the league rules should be, remember? Those lovely six people you think should decide the rules? One cheater, three consistent rulebreakers, one guy who tried to kill the league out of anger at his friend being caught pointpushing, and one person who says the game's about to die but refuses to do anything about it. Compare those to me, the guy who solely owns the league and without whom it wouldn't exist... there, you now have two very good reasons why their opinions are worth considerably less than mine.

If you disagree with that, host your own league and run it democratically. Except we've already established that you don't think the players are worth your time and trouble.

Well, I say 'democratically'... if I don't have the right to control something that is entirely mine, it sounds a bit more like fascism or communism to me.

liquidv2 wrote on Sat, 30 August 2008 00:16Quote:And yet the same nonsense is repeated again and again; you just gave it another airing. It's quite depressing that the difference between an opinion and a fact needs to be explained to an adult...
you're trying to spin your way out of this
No, I'm just proving you wrong yet again; predictably, you're too arrogant to admit it (again) so you just try to make me look like the bad guy.

liquidv2 wrote on Sat, 30 August 2008 00:16i just want you to get an honest count from your community about this issue
Why? I've already given you extremely good reasons why league policy is not decided by majority. Why are you pretending you give a shit, when we've already established that you consider the league players to be utterly beneath you?

Subject: Re: Fixing... Points?
Posted by Spoony on Sat, 30 Aug 2008 16:40:25 GMT
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RoShamBo wrote on Sat, 30 August 2008 10:28It was my opinion and a suggestion. I do know how how hard it is to balance a formula like this, I don't see how different settings on different servers justifies them not being able to be on the ladder, if it's about skill.
Two reasons.

Firstly if it misbalances the game (as the pointsbug does, as well as high starting credits, !donate, and those stupid crates), if they make the game unfair, the value of the ladder is significantly decreased.

Secondly, specifically referring to the pointsfix. I'll repeat what I said last page. A big part of how ladder points are awarded is based on in-game score. The points bug negatively effects that in-game score. With the pointsfix, individual score is all about how much damage you do. The points bug throws a bunch of stupid, illogical variables in there.

Subject: Re: Fixing... Points?
Posted by jnz on Sat, 30 Aug 2008 17:48:21 GMT
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Spoony wrote on Sat, 30 August 2008 17:40RoShamBo wrote on Sat, 30 August 2008 10:28It was my opinion and a suggestion. I do know how how hard it is to balance a formula like this, I don't see how different settings on different servers justifies them not being able to be on the ladder, if it's about skill.
Two reasons.

Firstly if it misbalances the game (as the pointsbug does, as well as high starting credits, !donate, and those stupid crates), if they make the game unfair, the value of the ladder is significantly decreased.

Secondly, specifically referring to the pointsfix. I'll repeat what I said last page. A big part of how ladder points are awarded is based on in-game score. The points bug negatively effects that in-game score. With the pointsfix, individual score is all about how much damage you do. The points bug throws a bunch of stupid, illogical variables in there.

I'm not arguing against the points fix in anyway shape or form. My argument is that there is still no reason why the points fix, starting credits and other server settings would make a server exempt from the ladder. At the moment, yes, the ladder is based on your in-game scrore (sort of). So these settings can overall effect the ladder. I fully aggree with that.

My suggestion was that instead of excluding other servers from the ladder, why don't we create our own way of working out ladder points not based on damage or points. Rather, how much teamwork, and dedication a player has to winning the game.

I don't honestly think that a player should get top of the ladder for shooting at a building all game. Which at the moment, they would. I aggree that the other team do try and stop it, but it only needs to be doing it for a minute or so and it could just buy a new one. If however, the building was destroyed then everyone who helped should get ladder points.

Subject: Re: Fixing... Points?
Posted by StealthEye on Sat, 30 Aug 2008 18:04:48 GMT

The only question is how to do this in a fair way? Detecting teamplay automatically is rather hard. If you can think of a good way to detect teamplay, then it can definitely be part of the ladder system.

Subject: Re: Fixing... Points?
Posted by jnz on Sat, 30 Aug 2008 18:59:33 GMT

It is, yes.
Without something to stop those people who join a game and do whatever it takes to get MVP with as little work or worth to their team as possible then the ladder is not going to work.

Subject: Re: Fixing... Points?
Posted by Spoony on Sat, 30 Aug 2008 19:30:11 GMT

RoShamBo wrote on Sat, 30 August 2008 12:48I'm not arguing against the points fix in anyway shape or form. My argument is that there is still no reason why the points fix, starting credits and other server settings would make a server exempt from the ladder.
sigh...

...I'll repeat myself again...

if they make the game unfair

RoShamBo wrote on Sat, 30 August 2008 12:48My suggestion was that instead of excluding other servers from the ladder, why don't we create our own way of working out ladder points not based on damage or points. Rather, how much teamwork, and dedication a player has to winning the game.

I don't honestly think that a player should get top of the ladder for shooting at a building all game. Which at the moment, they would. I aggree that the other team do try and stop it, but it only needs to be doing it for a minute or so and it could just buy a new one. If however, the building was destroyed then everyone who helped should get ladder points.

Without something to stop those people who join a game and do whatever it takes to get MVP with as little work or worth to their team as possible then the ladder is not going to work.
read what I said about everyone on the losing team losing the same amount of ladder, regardless of individual score.

This means that winratio, under my ladder formula, is way more important than it was. If your team doesn't win, it doesn't matter a damn bit whether you had 10000 points or 10. If your team wins, however, then by all means the players who did the most damage (yes, this includes

shooting a building with an artillery whether you realise it or not) get the highest ladder profit.

Subject: Re: Fixing... Points?
Posted by jnz on Sat, 30 Aug 2008 19:41:25 GMT
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Don't you think a good player on a losing team should be rewarded? Wont that mean more players will leave if they see that the other team going to win?

Subject: Re: Fixing... Points?
Posted by msgtpain on Sat, 30 Aug 2008 19:50:44 GMT
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Spoony wrote on Sat, 30 August 2008 15:30RoShamBo wrote on Sat, 30 August 2008 12:48I'm not arguing against the points fix in anyway shape or form. My argument is that there is still no reason why the points fix, starting credits and other server settings would make a server exempt from the ladder.
sigh...

...I'll repeat myself again...

if they make the game unfair

Great! so we can all assume that servers without the outside PT fix will not be allowed on the ladder..

that's wonderful news..

Subject: Re: Fixing... Points?
Posted by Spoony on Sat, 30 Aug 2008 19:54:11 GMT
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RoShamBo wrote on Sat, 30 August 2008 14:41Don't you think a good player on a losing team should be rewarded?
No. Two reasons.

Firstly the game is specifically designed so that your team wins or loses.

Secondly, the biggest problem with the "old" ladder system was the fact the highest scoring players on the losing side didn't lose ladder. The MVP on the losing team would lose -0 ladder, even if his team was absolutely crushed. The result of this was that it didn't really matter that

much how many games you won; it just mattered how much you played and if you were MVP. Someone who just played for MVP but didn't really care if his team won could easily be top of the ladder.

The solution to prevent "game-spam" (as we call it at clanwars, because this is a question we've faced in a dozen different leagues) is to make it so you lose a significant amount of ladder points when you lose. There's no other way to solve the problem.

RoShamBo wrote on Sat, 30 August 2008 14:41Wont that mean more players will leave if they see that the other team going to win?
I don't see why. Currently, even if your team's being absolutely demolished, you can salvage your ladder just by getting MVP, and getting MVP on the losing side is pretty fucking easy, it'll usually go to whoever fixed a building for longest. (MVP on the winning side generally requires a bit more skill and teamwork).

On my system, if your team's losing, there is one and only one thing you can do about it if you care about ladder: help your team win instead.

Subject: Re: Fixing... Points?
Posted by Spoony on Sat, 30 Aug 2008 19:56:04 GMT
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msgtpain wrote on Sat, 30 August 2008 14:50Great! so we can all assume that servers without the outside PT fix will not be allowed on the ladder..

that's wonderful news..
If the outside-PT fix will misbalance the game to anything like the extent that high starting credits or !donate do, then I have yet to be convinced of it. That may be because it hasn't actually been tested yet...

Subject: Re: Fixing... Points?
Posted by msgtpain on Sat, 30 Aug 2008 19:58:40 GMT
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Well, I really think we need to form a comittee to study the efects of some of these things... as the "balance coordinator" I'm surprised that you haven't noticed the "unfairness" of one team having invisible soldiers either.. Or that same team having a soldier that is almost immune to the damage of two of the other teams characters... these items strike me as "extremely unfair".. and if we're "balancing" the game, we should take a sincere look at them as well...

Subject: Re: Fixing... Points?
Posted by msgtpain on Sat, 30 Aug 2008 20:01:33 GMT
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Spoony wrote on Sat, 30 August 2008 15:56 If the outside-PT fix will misbalance the game to anything like the extent that high starting credits or !donate do, then I have yet to be convinced of it. That may be because it hasn't actually been tested yet...

You're absolutely right.. I can't see how the points-bug causes anywhere near as much "misbalance" as a player spending 1400 credits being robbed of his 700 points by a player purchasing a different character 35 meters away from where they should be able to...

The PT glitch seems to unbalance the game far more to me... but hey, I'm not a "balance coordinator" so what do I know?

Subject: Re: Fixing... Points?
Posted by Spoony on Sat, 30 Aug 2008 20:08:07 GMT
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msgtpain wrote on Sat, 30 August 2008 15:01Well, I really think we need to form a comittee to study the efects of some of these things... as the "balance coordinator" I'm surprised that you haven't noticed the "unfairness" of one team having invisible soldiers either..
SBH are unbalanced? Overpowered? Please   Maybe in weapons drop servers where they can pick up C4s and whatnot... not in pure renegade they're not.

msgtpain wrote on Sat, 30 August 2008 15:01Or that same team having a soldier that is almost immune to the damage of two of the other teams characters... these items strike me as "extremely unfair".. and if we're "balancing" the game, we should take a sincere look at them as well...
Chem troopers being near-immune to Patch and Tib Sydney, two of GDI's most useless units, is extremely unfair? This is entirely irrelevant if, as a GDI player, you get something which is actually useful...

msgtpain wrote on Sat, 30 August 2008 15:01You're absolutely right.. I can't see how the points-bug causes anywhere near as much "misbalance" as a player spending 1400 credits being robbed of his 700 points by a player purchasing a different character 35 meters away from where they should be able to...
Saying this doesn't prove the PT bug, or a fix for it, misbalances the game.

msgtpain wrote on Sat, 30 August 2008 15:01but hey, I'm not a "balance coordinator" so what do I know?
After reading your comments on SBH's and chem troopers, I'm inclined to agree.

Subject: Re: Fixing... Points?
Posted by msgtpain on Sat, 30 Aug 2008 20:21:39 GMT
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I can only assume that you're mildly retarded, or a politician.. There really is no other explanation for your ability to completely ignore items presented to you and continue your arguments..

I'll say it once, just for the record, so it's in this thread... then I'm going to go play the game rather than continue to debate with a spud.

If your big deal is "balance" and "fairness"... Then there is no possibly way that you can pretend that what I have suggested isn't relevant, at least not with a straight face.. you're either lying to yourself, or (see above).

If one team has the ability to walk in to the other teams base 'invisible' and 'undetected'.. that right there misbalances the game.. no argument you can make can disprove that. One team can do it, the other team can't.. nothing more needs to be said.. you might try your little retort that "yea, well a team using teamwork won't let them walk in!" but that's simply a circular argument, exactly the same as why "you shouldn't let the other team shoot at your tanks" doesn't work as a defense against the pointsfix.

Anyway, so regardless of their "power", they are still invisible. Both teams get the same number of mines.. but GDI has to mine twice as many places as Nod, cause DUH.. Nod can simply see someone walking there and GDI can't..

And I dont' even need to elaborate on the PT bug, cause you with all your "argument fallacy" bullshit should already be able to see what's wrong with your "saying it doesn't make it so" response.

What's next, "Nuh uh! I know you are, but what am I?"

Where did your MasterDebater skills go?

Subject: Re: Fixing... Points?
Posted by Herr Surth on Sat, 30 Aug 2008 20:37:26 GMT
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Haha you're stupid, stop arguing with Spoony before he writes another wall of text to throw it onto you.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Sat, 30 Aug 2008 20:56:41 GMT
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msgtpain wrote on Sat, 30 August 2008 15:21I can only assume that you're mildly retarded, or a politician.. There really is no other explanation for your ability to completely ignore items presented to you and continue your arguments.. Are you retarded or blind?

Quote:I'll say it once, just for the record, so it's in this thread... then I'm going to go play the game rather than continue to debate with a spud.
Of course, using ad hominem doesn't help your argument, and don't even bother stating above,

it's a statement. And I used it below because you are such a dumbass.
Quote:If your big deal is "balance" and "fairness"... Then there is no possibly way that you can pretend that what I have suggested isn't relevant, at least not with a straight face.. you're either lying to yourself, or (see above).
You are a fucking idiot, SBHs are underpowered, NOT overpowered.

Quote:
If one team has the ability to walk in to the other teams base 'invisible' and 'undetected'.. that right there misbalances the game.. no argument you can make can disprove that. One team can do it, the other team can't.. nothing more needs to be said.. you might try your little retort that "yea, well a team using teamwork won't let them walk in!" but that's simply a circular argument, exactly the same as why "you shouldn't let the other team shoot at your tanks" doesn't work as a defense against the pointsfix. Yes, and 1 SBH can do what? C4 1 MCT with his only brick of Timed C4? While at the mean time you can blow up that SBH's base with a Hotwire+Tank or Hotwire herself. Plus, OH SHIT LOOK, SBHs CAN'T get in bases with, oh my, the AGT.
Quote:
Anyway, so regardless of their "power", they are still invisible. Both teams get the same number of mines.. but GDI has to mine twice as many places as Nod, cause DUH.. Nod can simply see someone walking there and GDI can't..
Have you ever tried walking near a SBH? Yeah, not so invisible now.

Quote:And I dont' even need to elaborate on the PT bug, cause you with all your "argument fallacy" bullshit should already be able to see what's wrong with your "saying it doesn't make it so" response.
What the fuck.
Quote:
What's next, "Nuh uh! I know you are, but what am I?"

Where did your MasterDebater skills go?
No, you pulled all your argument (If we can call it that, it's really just bullshit) out of your ass.

Have you ever even played Renegade?

Subject: Re: Fixing... Points?
Posted by Spoony on Sat, 30 Aug 2008 21:01:30 GMT
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msgtpain wrote on Sat, 30 August 2008 22:21I can only assume that you're mildly retarded, or a politician.. There really is no other explanation for your ability to completely ignore items presented to you and continue your arguments..
Except I didn't ignore anything you presented. I responded to it all, didn't I?

msgtpain wrote on Sat, 30 August 2008 22:21If your big deal is "balance" and "fairness"... Then there is no possibly way that you can pretend that what I have suggested isn't relevant, at least not with a straight face.. you're either lying to yourself, or (see above).

I didn't say it isn't relevant, I said it isn't unbalanced.

msgtpain wrote on Sat, 30 August 2008 22:21If one team has the ability to walk in to the other teams base 'invisible' and 'undetected'.. that right there misbalances the game.. no argument you can make can disprove that. One team can do it, the other team can't.. nothing more needs to be said..
What the fuck? "Nothing more needs to be said"? Nod has SBHs and that automatically makes Nod overpowered because GDI doesn't have SBHs?

Good lord. If you want to determine fairness and balance, you need to look at everything, not just one unit that Nod has and GDI doesn't. GDI has far better base infantry, can acquire money faster, has better APCs, better aircraft, and the overall awesomeness of the medium tank. Nod having an invisible soldier doesn't weigh the same as all those strengths. When you add together all Nod's plus points... the arty, the light tank, the stealth tank, the flamer, the LCG, AND the sbh... then yes, they're balanced.

msgtpain wrote on Sat, 30 August 2008 22:21you might try your little retort that "yea, well a team using teamwork won't let them walk in!" but that's simply a circular argument, exactly the same as why "you shouldn't let the other team shoot at your tanks" doesn't work as a defense against the pointsfix.
uh no, there's no realistic way to prevent your opponents shooting tanks with ramjets, whereas there are very very real ways to prevent SBH's walking into your base, and even if you fail at that, there are also ways to prevent them doing any damage once they're in.

msgtpain wrote on Sat, 30 August 2008 22:21And I dont' even need to elaborate on the PT bug, cause you with all your "argument fallacy" bullshit should already be able to see what's wrong with your "saying it doesn't make it so" response.
There is one sentence which sums up your entire position: "I don't even need to elaborate on the PT bug". You just say it's unbalanced and boom, it's unbalanced, debate closed. Don't need any solid logic or proof, right?

I've already acknowledged the fact that the reason I don't think the PT fix will misbalance the game MIGHT be because we haven't actually had the chance to test the PT fix yet.

msgtpain wrote on Sat, 30 August 2008 22:21What's next, "Nuh uh! I know you are, but what am I?"

Where did your MasterDebater skills go?
Would they be the ones that sent you limping away in shame the last 20 or 30 times you came out of nowhere and tried to flame me about something? Cos if you recall, every single time you've done that it turned out you had no clue what you were talking about... but after your childish rant was refuted, you didn't admit you were wrong or even chill out towards me, you just stopped posting for a few weeks then tried again about something else.

That's a little off-topic, but then so were your two last lines.

Subject: Re: Fixing... Points?
Posted by Rocko on Sat, 30 Aug 2008 21:45:39 GMT
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spoony ur wrong

Subject: Re: Fixing... Points?
Posted by Homey on Sat, 30 Aug 2008 22:01:09 GMT
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Sorry but if pointsfix is such a huge issue, terminals are just as important as points. Fix it completely or don't pick and choose.

Subject: Re: Fixing... Points?
Posted by Spoony on Sun, 31 Aug 2008 06:41:01 GMT
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could you clarify that? are you still talking about the ladder?

for the pointsfix, there are two very good reasons why pointsbugged servers shouldn't be counted on the TT ladder

1. pointsbug misbalances the game (in terms of the wrong team winning)
2. ladder is directly based on points, and pointsbug means people can get points for absolutely no reason

when it comes to the PT fix... number 1 is probably not true, and number 2 is completely not true.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Sun, 31 Aug 2008 07:32:38 GMT
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in my experiences sbh seem overpowered but also overused
teams with way too many of them that don't actually do something productive get crushed
because it's the equivalent of having afk players, especially in a weapons drop server because at
least half of them are just running around trying to get a sniper rifle and don't even notice they've
wasted 15 minutes in doing so

i think a sbh limit would be really cool, like a vehicle limit
it would make people learn to work together while making things a bit easier for gdi

i honestly can't understand why anyone would say invisible infantry is underpowered, it just seems
wrong

the biggest example of sbh being too powerful would be in a marathon server because they have chance after chance to sneak in while gdi is forced to babysit to stop it (unless the sbh are all incredibly bad and accomplish nothing long enough for gdi to roll their base)

some people will say NO THE GAME IS PERFECTLY BALANCED GDI IS POWERFUL NOD IS STEALTHY but i won't be able to honestly agree all the time

btw sorry Ghostshaw

Subject: Re: Fixing... Points?
Posted by Homey on Sun, 31 Aug 2008 21:50:16 GMT
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Spoony wrote on Sun, 31 August 2008 02:41could you clarify that? are you still talking about the ladder?

for the pointsfix, there are two very good reasons why pointsbugged servers shouldn't be counted on the TT ladder

1. pointsbug misbalances the game (in terms of the wrong team winning)
2. ladder is directly based on points, and pointsbug means people can get points for absolutely no reason

when it comes to the PT fix... number 1 is probably not true, and number 2 is completely not true. pts misbalance the game in favour of GDI most of the time. Frankly the fact that people in TT are so pro pointsfix and aren't against fixing pts is quite odd. I thought every bug was supposed to be fixed? Being able to refill and change units behind the bar is a huge advantage for GDI. Other than the back of the barracks the playing field is pretty even for being able to use pts outside.

If non-pointsfix servers aren't counted on the ladder, neither should non-ptfix servers too. Granted it doesn't affect gameplay or outcomes as much, but it still has an impact.

Subject: Re: Fixing... Points?
Posted by TruYuri on Sun, 31 Aug 2008 23:02:05 GMT
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liquidv2 wrote on Sun, 31 August 2008 02:32in my experiences sbh seem overpowered but also overused

Cool. TT already said they aren't changing the balance in regard to damage done/unit health/etc, so that doesn't matter, and it's just your opinion.

liquidv2 wrote on Sun, 31 August 2008 02:32
teams with way too many of them that don't actually do something productive get crushed because it's the equivalent of having afk players, especially in a weapons drop server because at

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least half of them are just running around trying to get a sniper rifle and don't even notice they've wasted 15 minutes in doing so

...okay? I don't see your point. It's the player's choice to sit there and be a dumbass or not.

liquidv2 wrote on Sun, 31 August 2008 02:32
i think a sbh limit would be really cool, like a vehicle limit
it would make people learn to work together while making things a bit easier for gdi

This would affect balance, something they've stated that they aren't changing. If a Nod player wants to spend their money on a SBH, let them. Their money to do so.

liquidv2 wrote on Sun, 31 August 2008 02:32
i honestly can't understand why anyone would say invisible infantry is underpowered, it just seems wrong

Because they aren't underpowered? And they aren't overpowered either?

liquidv2 wrote on Sun, 31 August 2008 02:32
the biggest example of sbh being too powerful would be in a marathon server because they have chance after chance to sneak in while gdi is forced to babysit to stop it (unless the sbh are all incredibly bad and accomplish nothing long enough for gdi to roll their base)

They are *meant* to have chance after chance to sneak in and wreak havoc in GDI's base, and GDI is *supposed* to have a way of stopping them.

The way I see it, you just get your ass kicked by them and want them to be nerfed or removed so you can play as GDI and "pwnz0r".

liquidv2 wrote on Sun, 31 August 2008 02:32
some people will say NO THE GAME IS PERFECTLY BALANCED GDI IS POWERFUL NOD IS STEALTHY but i won't be able to honestly agree all the time

The game is quite balanced.

Subject: Re: Fixing... Points?
Posted by Crimson on Mon, 01 Sep 2008 13:15:19 GMT
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There is a beautiful paper-rock-scissors balance to the game which is the reason we've been playing it for so many damn years. If both teams had the same units, it wouldn't be nearly as fun.

I am not against the PT fix. I'm very much in favor of studying its affects on gameplay and I have already offered up my server to beta test it. I don't like making assumptions about the affects of a change when it's so much easier to just test it out.

Subject: Re: Fixing... Points?
Posted by jnz on Mon, 01 Sep 2008 16:19:35 GMT
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I don't think many people understand what the points fix is actually going to do to affect their gameplay. If you don't shoot tanks with any weapon that doesn't damage them, it's not going to affect you at all. You can still shoot tanks with your sniper if you wanted to. You're not getting any false points for it though.

I wouldn't of thought this will affect the overall gameplay much either. There's only a handfull that do it, it wouldn't change the outcome of a game, anyway.

Subject: Re: Fixing... Points?
Posted by StealthEye on Mon, 01 Sep 2008 16:51:47 GMT
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It's mostly fixing that exploit indeed. It hardly affects games where you do not intentionally shoot things that you can't damage to get points. The difference in amount of points while shooting normal things is very minor, hardly significant.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Mon, 01 Sep 2008 17:38:50 GMT
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Quote:The way I see it, you just get your ass kicked by them and want them to be nerfed or removed so you can play as GDI and "pwnz0r".
The way I see it, servers that have weapons drop will have anywhere from a third to half of a Nod team using stealth black hands
it's pure idiocy; i don't find it fun facing a team that has the equivalent of 10 afk people and i also dislike being on that team with 10 afk people

Quote:Cool. TT already said they aren't changing the balance in regard to damage done/unit health/etc, so that doesn't matter, and it's just your opinion.
i never said it was anything more than my opinion
they don't have to change a thing
and at what point did i say anything about damage done or unit health? "etc" can apply to anything and everything
for the most part the game is very well balanced but it is not and never will be perfect; you can

think whatever you want, i really do not mind

liquidv2 wrote on Sun, 31 August 2008 02:32some people will say NO THE GAME IS PERFECTLY BALANCED GDI IS POWERFUL NOD IS STEALTHY but i won't be able to honestly agree all the time

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Subject: Re: Fixing... Points?
Posted by Goztow on Mon, 01 Sep 2008 18:38:04 GMT
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liquidv2 wrote on Mon, 01 September 2008 19:38Quote:The way I see it, you just get your ass kicked by them and want them to be nerfed or removed so you can play as GDI and "pwnz0r".
The way I see it, servers that have weapons drop will have anywhere from a third to half of a Nod team using stealth black hands
it's pure idiocy; i don't find it fun facing a team that has the equivalent of 10 afk people and i also dislike being on that team with 10 afk people

The solution is simple: quit playing on servers with weapon drop. If you want one example: KOSs2 server doesn't have it.

Subject: Re: Fixing... Points?
Posted by Crimson on Mon, 01 Sep 2008 22:16:39 GMT
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We have weapon drop on n00bstories and that is not the case. Yeah, sometimes it is... but it depends on the random distribution of n00bs.

I have a feeling our days of weapon drop are numbered because I understand why we can't have it if we want to be on the new ladder.

Subject: Re: Fixing... Points?
Posted by kong009 on Tue, 02 Sep 2008 02:39:26 GMT
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TruYuri wrote on Sun, 31 August 2008 18:02liquidv2 wrote on Sun, 31 August 2008 02:32
i think a sbh limit would be really cool, like a vehicle limit
it would make people learn to work together while making things a bit easier for gdi

This would affect balance, something they've stated that they aren't changing. If a Nod player wants to spend their money on a SBH, let them. Their money to do so.

Are you kidding? TT is making drastic changes to balance, which is why Spoony has the title of "balance coordinator," or were you too busy reading the bullshit you're pulling from your ass to notice?

TruYuri wrote on Sun, 31 August 2008 18:02They [sbhs] are *meant* to have chance after chance to sneak in and wreak havoc in GDI's base, and GDI is *supposed* to have a way of stopping them.

The way I see it, you just get your ass kicked by them and want them to be nerfed or removed so you can play as GDI and "pwnz0r".

Actually what he said is the games where Nod is 1/3 to 1/2 sbhs are quite in favor of GDI in terms of balance. That said, I feel disabling weapon drops will significantly reduce the number of sbhs, so I have to disagree with putting a cap on sbhs. If GDI can't defend sbhs in Walls_Flying, for example, GDI is just not playing as a team.

TruYuri wrote on Sun, 31 August 2008 18:02The game is quite balanced.

If this were true, why are so many balance changes being made?

For this ladder to work, players need to get together and find a way to define "skill." We must weigh accomplishments in a game against each other (building kills, vehicle kills, consecutive infantry kills that perhaps vary depending on the character class you kill, etc. etc.). Jelly uses a similar ladder system now, and I think it would be an excellent place for you to start.

That is of course just an idea.

Subject: Re: Fixing... Points?
Posted by Goztow on Tue, 02 Sep 2008 06:29:26 GMT
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Heh? Balance changes? Where? Pointsfix affects both teams the exact same way, so that's no balance change. PT disable will be optional, so you can hardly call it a "balance fix forced by TT". What else is there?

I propose we talk about the ladder when TT starts working at it. And that's definitely not tomorrow...

Subject: Re: Fixing... Points?
Posted by Crimson on Tue, 02 Sep 2008 10:48:06 GMT
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Having a balance coordinator is more so we can NOT affect balance adversely.

Subject: Re: Fixing... Points?
Posted by Herr Surth on Tue, 02 Sep 2008 11:39:27 GMT
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Quote:Heh? Balance changes? Where? Pointsfix affects both teams the exact same way, so that's no balance change. You are wrong.

Subject: Re: Fixing... Points?
Posted by Goztow on Tue, 02 Sep 2008 12:17:31 GMT
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Surth wrote on Tue, 02 September 2008 13:39Quote:Heh? Balance changes? Where? Pointsfix affects both teams the exact same way, so that's no balance change. You are wrong.
No, you!

Subject: Re: Fixing... Points?
Posted by Herr Surth on Tue, 02 Sep 2008 12:24:34 GMT
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Well, no. I'm right.

Subject: Re: Fixing... Points?
Posted by Goztow on Tue, 02 Sep 2008 12:25:39 GMT
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Surth wrote on Tue, 02 September 2008 14:24Well, no. I'm right.
I beg to differ.

Subject: Re: Fixing... Points?
Posted by Herr Surth on Tue, 02 Sep 2008 12:35:10 GMT
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Goztow wrote on Tue, 02 September 2008 07:25Surth wrote on Tue, 02 September 2008 14:24Well, no. I'm right.
I beg to differ.
I do not agree.

Subject: Re: Fixing... Points?
Posted by Goztow on Tue, 02 Sep 2008 12:44:19 GMT
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I do not agree with your disapproval.

Subject: Re: Fixing... Points?
Posted by Spoony on Tue, 02 Sep 2008 14:32:16 GMT
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kong009 wrote on Mon, 01 September 2008 21:39For this ladder to work, players need to get together and find a way to define "skill." We must weigh accomplishments in a game against each other (building kills, vehicle kills, consecutive infantry kills that perhaps vary depending on the character class you kill, etc. etc.). Jelly uses a similar ladder system now, and I think it would be an excellent place for you to start.

That is of course just an idea.
how often your team wins...

winratio is paramount on my new system, it wasn't before.

Subject: Re: Fixing... Points?
Posted by CarrierII on Tue, 02 Sep 2008 14:36:40 GMT
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Spoony's right about win-ratio. If you are a good player, then whichever team you are on should win more often, therefore your win ratio should be good. This however is easily affected by the fact that on timed games, points can win games. That's fine, that's the design. The fact you can win a game by just using ramjets on opposing tanks (don't say you can't, I've won and lost doing this) devalues the win ratio because the "wrong" team can win.

I think we can all agree skill should not depend on how well you can exploit bugs.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Wed, 03 Sep 2008 04:05:58 GMT
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Goztow wrote on Tue, 02 September 2008 07:44I do not agree with your disapproval.
surth has played it out, i'll have to side with him on this one
i actually saw exactly what he stated previously in a game yesterday; i was not happy at all though my team still managed to win narrowly

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Subject: Re: Fixing... Points?
Posted by Goztow on Wed, 03 Sep 2008 06:28:15 GMT
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liquidv2 wrote on Wed, 03 September 2008 06:05Goztow wrote on Tue, 02 September 2008 07:44I do not agree with your disapproval.
surth has played it out, i'll have to side with him on this one
i actually saw exactly what he stated previously in a game yesterday; i was not happy at all though my team still managed to win narrowly
I especially liked his arguments, they went straight to my soul.

Subject: Re: Fixing... Points?
Posted by w0dka on Wed, 03 Sep 2008 08:32:58 GMT
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Goztow wrote on Tue, 02 September 2008 01:29Heh? Balance changes? Where? Pointsfix affects both teams the exact same way, so that's no balance change. PT disable will be optional, so you can hardly call it a "balance fix forced by TT". What else is there?

I propose we talk about the ladder when TT starts working at it. And that's definitely not tomorrow...

It affects game balance. Bothteams can't really use their two top vehicles the Mammoth and Stank cause they would give away to much points. Both tanks are valuable on certain maps. And you can't use them cause if you fail you would never catch up the points difference.
Another balanceissue is that on some maps one base is slightly better guardable then the other. so a camping team could use the massive pointgain from tanks to their advantage.

Subject: Re: Fixing... Points?
Posted by Crimson on Wed, 03 Sep 2008 10:45:16 GMT
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If the points fix evenly affected both teams, it wouldn't be as important to fix. It affects each team differently.

Subject: Re: Fixing... Points?
Posted by T0RN on Wed, 03 Sep 2008 10:45:39 GMT
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Crimson wrote on Mon, 01 September 2008 18:16We have weapon drop on n00bstories and that is not the case. Yeah, sometimes it is... but it depends on the random distribution of n00bs.

I have a feeling our days of weapon drop are numbered because I understand why we can't have it if we want to be on the new ladder.
Best post I've read in a looong time.
Next,get rid of starting creds all together and I'll be in reneheaven!

Subject: Re: Fixing... Points?
Posted by Herr Surth on Wed, 03 Sep 2008 13:06:17 GMT
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Lol, I didnt think you'd actually be serious Goztow because its absolutely obvious...

Subject: Re: Fixing... Points?
Posted by w0dka on Wed, 03 Sep 2008 13:40:42 GMT
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T0RN wrote on Wed, 03 September 2008 05:45Crimson wrote on Mon, 01 September 2008 18:16We have weapon drop on n00bstories and that is not the case. Yeah, sometimes it is... but it depends on the random distribution of n00bs.

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Best post I've read in a looong time.
Next,get rid of starting creds all together and I'll be in reneheaven!

THIS would be my new standartserver

Subject: Re: Fixing... Points?
Posted by Goztow on Wed, 03 Sep 2008 14:07:38 GMT
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Surth wrote on Wed, 03 September 2008 15:06Lol, I didnt think you'd actually be serious Goztow because its absolutely obvious...
Serious? Me?

Subject: Re: Fixing... Points?
Posted by EvilWhiteDragon on Wed, 03 Sep 2008 16:39:16 GMT
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w0dka wrote on Wed, 03 September 2008 10:32Goztow wrote on Tue, 02 September 2008 01:29Heh? Balance changes? Where? Pointsfix affects both teams the exact same way, so that's no balance change. PT disable will be optional, so you can hardly call it a "balance fix forced by TT". What else is there?

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cause they would give away to much points. Both tanks are valuable on certain maps. And you can't use them cause if you fail you would never catch up the points difference.
Another balanceissue is that on some maps one base is slightly better guardable then the other. so a camping team could use the massive pointgain from tanks to their advantage.
You mean without the pointfix you can't use them? As with the pointfix they wil generally give away less points than they do now. Particularly if you would compare it while using a ramjet to damage them, or an APC for ex.

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Thu, 04 Sep 2008 06:57:17 GMT
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Which really breaks the great in-game, and meta-game balance that we've been enjoying for years.

For the past few years I can simply not enjoy AOW because of things like the "point fix."

IMO whether it was a bug or not, Westwood left it like this, and it was always like this.

Ramjets are supposed to be a very good weapon.
Ramjet point whores help you win, as long as there's no more than five to seven of them.

The other thing that seems to be going around, is halving the damage that sipers do the light armored vehicles.

This also breaks the established, well balanced, meta-game.
It also makes it much harder for rax only bases to defend themselves.

It doesn't make sense to do these proposed "point fixs"

I remember how pissed off people were when they made it a rule to NOT block harvesters when you're pinned in your base...WTF, of course we want to block the harvester, it's giving away points.

In C&C Tiberian Dawn, do you send your harv out to eat Tiberium when there's 8 Medium Tanks outside the entrance of your base????
NO!

And what's with the harvester giving away no points now?????
It's BS.

Renegade is dying, and it's cause of crap like this.

And yea, Mammoth Tanks and Stanks currently give away tons of points, which is part of the balance.

It's a risk to use Stanks or Mammoth Tanks, because they can potentially win the game for you if used right.

It's risky because of the way the points have been, and it's NOT risky when you implement the pointfix.

Point fix is a broken idea, if players don't want it, then why would you implement it??

Subject: Re: Fixing... Points?
Posted by StealthEye on Thu, 04 Sep 2008 07:26:01 GMT
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Quote:Ramjet point whores help you win, as long as there's no more than five to seven of them.Cheats help you to win too. I don't see why they shouldn't be allowed.

Quote:The other thing that seems to be going around, is halving the damage that sipers do the light armored vehicles.Not at all related, and not something TT will do.

Harvesters thing is not a good analogy at all.

Quote:And what's with the harvester giving away no points now?????
It's BSIndeed it is. This shows that you really don't know what you're talking about, and just skimmed over a few posts... Harvesters give ~100 points total. If you would kill the harvester with C4, then you actually get more points for it with points fix on.

Quote:Renegade is dying, and it's cause of crap like this.Says you. You have any proof for this? My guess that there are other factors that are way more improtant. Especially since the points fix is not running on all servers atm anyway.

Quote:And yea, Mammoth Tanks and Stanks currently give away tons of points, which is part of the balance.
It's a risk to use Stanks or Mammoth Tanks, because they can potentially win the game for you if used right.

It's risky because of the way the points have been, and it's NOT risky when you implement the pointfix.Yeah, pointfixed games are consisting entirely of stank vs mammy fights. If you would have tried playing with points fix on, you'd see that it's not the case.

Point fix is not a broken idea, if players want it, then why wouldn't you implement it??

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Thu, 04 Sep 2008 07:41:35 GMT
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Isn't point fix going to make it impossible to win if you only have a rax left and are defending from

a complete base in 25 vs 25 player games?

Cause I have some good memories of winning with only a rax.
Good times.

Subject: Re: Fixing... Points?
Posted by StealthEye on Thu, 04 Sep 2008 07:44:46 GMT
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No, it's not...

Subject: Re: Fixing... Points?
Posted by Goztow on Thu, 04 Sep 2008 09:58:57 GMT
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It will just require more teamwork. Which is logical as you lost almost your complete base so you should need more teamwork to still win a game against someone who has their complete base left.

You still get points from shooting vehicles, it's just related to the damage you do.

As to your complete argument of "we're used to it, keep the bug", I have one reply; "blue hell".

Subject: Re: Fixing... Points?
Posted by sadukar09 on Thu, 04 Sep 2008 10:32:08 GMT
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s0meSkunk wrote on Thu, 04 September 2008 02:41Isn't point fix going to make it impossible to win if you only have a rax left and are defending from a complete base in 25 vs 25 player games?

Cause I have some good memories of winning with only a rax.
Good times.
Why would you win if Nod destroyed everything but Barracks?

Subject: Re: Fixing... Points?
Posted by Herr Surth on Thu, 04 Sep 2008 11:32:01 GMT
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s0meSkunk wrote on Thu, 04 September 2008 02:41Isn't point fix going to make it impossible to win if you only have a rax left and are defending from a complete base in 25 vs 25 player games?

Cause I have some good memories of winning with only a rax.

Good times.
you are amazingly dumb.

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Thu, 04 Sep 2008 16:12:38 GMT
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Amazingly dumb????

Part of the beauty of the Renegade points system was that any team could come back and win if the enemy wasn't good enough to put them away.

The only reason rax only bases win is because Ramjets can point whore stanks or mammies or what not.

Saying it's stupid to remember good times of rax only points wins is...pretty stupid.

How exactly is it a bug???????????
I was pretty sure Ramjets were supposed to be $1000 elite infantry, which is why they get more points for shooting vehicles.

Subject: Re: Fixing... Points?
Posted by StealthEye on Thu, 04 Sep 2008 17:36:11 GMT
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Consider getting a raveshaw/pic instead... They get you points and actually do damage! It's a bug in a lot of ways. Read the initial post(s) about this. In the code it's clearly a bug, if you're not convinced about that, you probably didn't read a lot about this. I think there are little people left who read the posts about this and actually still think it's a bug...

Both your posts indicate that you really don't know enough about this to give a valid opinion imo.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Thu, 04 Sep 2008 19:08:12 GMT
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s0meSkunk wrote on Thu, 04 September 2008 11:12Amazingly dumb????

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Please tell me WHY you should win when Nod destroyed ALL your base except Barracks?

Subject: Re: Fixing... Points?
Posted by liquidv2 on Thu, 04 Sep 2008 19:28:06 GMT
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Quote:Point fix is not a broken idea, if players want it, then why wouldn't you implement it??
if more players don't want it why would you implement it

Quote:Please tell me WHY you should win when Nod destroyed ALL your base except Barracks?
you shouldn't, but that doesn't mean it's not a fun game
if Nod has all the means necessary to stomp GDI's base into the ground and all GDI has left is the barracks but survives 20+ minutes then maybe Nod didn't deserve to win because they couldn't even kill a wounded man (or woman)

when a game goes like that i for one don't lose any sleep over it, but from what i've seen it bothers some people more than i could have possibly believed

---

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Thu, 04 Sep 2008 21:00:46 GMT
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sadukar09 wrote on Thu, 04 September 2008 15:08
Please tell me WHY you should win when Nod destroyed ALL your base except Barracks?

You should win because they can't kill your last building.
Plain and simple, you should win if they got you down that far and your team banded together to defend for a long time.

Even more if it's a marathon game, those that last three hours, and you live for over two hours with only a rax.

It's been done in my days.

But I can't stand playing AOW with these point and damage fixes in place.
It's too hard to defend from artillery, and if you're a havoc, and there's no arty to defend from, then you just sit and can't get points, you spent $1000 for nothing.

Which is why it always made 100% sense to me that Havoc and Sakura were worth their price,

---

why there was two snipers, and why the game is point based to begin with.

The original code makes sense to me, and I feel these people have interpreted it in the wrong way.

You can tell me I don't have enough experience on the subject etc. etc. but I used to be rank 1, and almost all the games I'd play back then were evenly matched, and had good teamwork.

People knew how to push back against 8 Mobile Arty's with tech support back then.
Now a day's if that happens, it's a done deal, game over.

Back in my day, tunnel becons and hill camping were still allowed, and it worked out for everyone.

It balanced field, and gave you an option if you're GDI to lose your WF, and take the tunnel.
All was good.

If you pinned in your base, you blocked your harvester, something that's no longer allowed and I can't fathom why.
I mean, I guess I can put together some retard theories.

Like, OK, we're pinned in our base, and now we have to be good enough to get out of this situation, so don't block the harvester cause it's below our standards.
Pathetic reasoning IMO. That's just lowering yourself to a lower kind of person than the person who blocks the harvester until they can push back.

Subject: Re: Fixing... Points?
Posted by Crimson on Thu, 04 Sep 2008 21:01:55 GMT
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But the reason that Nod CAN'T put GDI away is because they can buy Mobius's and PICs to kill Nod's tanks. Because of the flawed point system, they get so many points from doing this that they can buy another one when they die. With the fixed point system, the loss of the refinery (and possibly power plant if it's on that map) will make the upgrades less attainable and lets Nod finish the job they started and end the game instead of a 20-minute stalemate with GDI ultimately winning when they were absolutely crushed.

That's not a way to play.

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Thu, 04 Sep 2008 21:23:21 GMT
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But that's why Renegade is awesome.

You always have the chance to come back from one building.

Right now, without the point fix, GDI or Nod will win if it only comes down to their rax and they defend good.

If you change the point system, they'll lose no matter what because they won't get their proper points off of tanks, and won't have any way to get points to win.

It's not a hopeless situation for the opposing team who has their whole base.
It just needs team work from them.
8 Flame tanks with engi's who have Nukes is a good way to take down a final stand rax situation, even in a 25 vs 25 player game.
The problem is, you have to put the team work together.

The team with better team work should win, but if the point fix system is implemented, then there will be no way for a one building team to win the match, no matter how good that teams team work is.

I remember one match in field, where Nod had lost their Hand of Nod, but instead of them being crushed and over...they defended their obelisk with Mobile Arty's, and point whored the elite infantry in the tunnels with their shotgun troops.

Point fix is anti losing team-team work.

Maybe I don't understand all the way, because I stopped playing for a while after the ladder. I've been playing the new games, and it's not the same.
I was rank 1 on the old ladder many times, and there were many a close game I played, some we lost, some we won, but there were so many games we would have simply auto lost if it wasn't for the point system being the way it was.

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Thu, 04 Sep 2008 21:29:46 GMT
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If the team had better teamwork, why the fuck did they lose everything except one building?

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Thu, 04 Sep 2008 21:57:33 GMT
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Sometimes it takes a mistake to put careless people back in gear?

I think you're missing the point, good team work vs. good team work.

Things happen, like losing most of your buildings, but good team work should be able to come

back at any point.

Which is why Renegade is so damn awesome.

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Thu, 04 Sep 2008 22:12:32 GMT
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Carelessness should not go unpunished. The team with the better offensive strategy should damn well be capable of obliterating their enemy. If I recall, in classic C&C, you couldn't just sit there with only a few defenses up and have units all spread out doing random shit. You had to think about almost every move you made. Including defense.

TL;DR: Why the fuck should you still be able to win when you made such a mistake as to lose every building but one? That's a HUGE mistake to make.

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Fri, 05 Sep 2008 03:13:29 GMT
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It is a huge mistake to make, but I mean, if your team bands together after that better than the other team is, then you should be allowed to win.

It's part of the magic of C&C Renegade.

The thing is though, it's not hard for the opposing team to take down 25 infantry camping in their rax as long as they use team work properly.

Which is why I listed the example of 8 flame tanks with engi's who have nukes.

You have to assume the flame tanks are going to die, there's only 8 of them vs. 25 infantrys, but if you get at least three nuke becons down, you're pretty much in the clear for the win.
All because of team work, especially if you get a few snipers to help from far away.

It's just, OK, maybe the enemies got lucky two or three times, now we're going to take things uber serious with only our rax, and attempt a come from behind points win.

It's Renegade magic.
Point fix will take this away will it not?

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Fri, 05 Sep 2008 03:59:10 GMT
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Not really, if your team is that damned good you'd still probably have a chance. You just can't spam high tier units anymore. Boo hoo, use some better tactics for money making. Like not having your refinery getting killed.

Subject: Re: Fixing... Points?
Posted by Rocko on Fri, 05 Sep 2008 05:12:40 GMT
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the better team is going to win either way lol. with or without it, teamwork matters. and plus im not a point whore like spoony and i care more about ending games on base kill than points.

Subject: Re: Fixing... Points?
Posted by Goztow on Fri, 05 Sep 2008 06:45:30 GMT
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I don't understand how you fail to see how flawed your logic objectively is. In short it says: you need to loose buildings to have a chance to win. Like on field: you need to let your war factory die so they cannot shoot it anymore and so you can get infantry that gets a shitload of points for doing no damage at all.

Or another way of putting it: the loosing team gets a sort of bonus for loosing its buildings, namely a bigger chance to win on points.

As for the harv cannot be blocked: stop playing on servers that don't allow you to block the harvester. I mean... this has absolutely nothing to do with this whole question. Same goes for damage changes: TT will do no damage changes whatsoever. I don't get where you read this? Or did you just make assumptions without reading anything at all?

With regards to your exemple: 25 players camping in their barracks, all of whom got lots of money because they get tons of points and money from shooting tanks and doing no damage at all -> you cannot kill them at all because of the tank limit. There's a limit of 7 tanks (not 8, mister I'm number 1 player) + the harvester on standard renegade and this limit is kept on most servers. There's no way you're going to kill 25 pic's/mobius'es/engineers/whatever infantry they got that are just waiting around their barracks with 7 flamers. You'll just get raped. The nukes will just give them 300 extra points.

What you would logically do, as their refinery is dead, is try to kill their heavy characters and run them out of money so that you can go nuke or flame or stank rush when they're out of money/heavy characters. But due to the crazy amount of points/money they get every time you rush in with apc's to kill those characters, that's simply not possible.

The only thing left to do is to stop getting vehicles and all take snipers for the rest of the game. So in short: if the enemy looses his war factory, you must stop using your airstrip to avoid loosing. Can you see how flawed that is?

Maybe you should try playing on a point fix server. You're making a lot of presumptions while I have the feeling you haven't thoroughly tested this bug fix. I have been playing on a server that has it for about a year now and I have seen all possible outcomes. But one thing that I didn't notice anymore is people complaining that the enemy team "stole" the win by abusing this bug. If someone looses on points, it's because they didn't do as well as the other team. It's not because they did rush after rush on the enemy and that enemy got a billion points from shooting their tanks with snipers/basic infantry/whatever.

One last thing: how do you justify a player getting more points from shooting a harvester with a rifle soldier and doing no damage to it whatsoever, than a player shooting a harvester with a grenadier and killing it. If score is supposed to be somewhat related to damage / skill, then how exactly how do you justify this?

Subject: Re: Fixing... Points?
Posted by Herr Surth on Fri, 05 Sep 2008 10:59:37 GMT
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Rocko wrote on Fri, 05 September 2008 00:12the better team is going to win either way lol. with or without it, teamwork matters. and plus im not a point whore like spoony and i care more about ending games on base kill than points.
Are you stupid? Because you sure sound stupid when you write up crap like that.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Fri, 05 Sep 2008 12:04:12 GMT
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Surth wrote on Fri, 05 September 2008 05:59Rocko wrote on Fri, 05 September 2008 00:12the better team is going to win either way lol. with or without it, teamwork matters. and plus im not a point whore like spoony and i care more about ending games on base kill than points.
Are you stupid? Because you sure sound stupid when you write up crap like that.
You need to ask he's stupid?

Subject: Re: Fixing... Points?
Posted by Crimson on Fri, 05 Sep 2008 13:16:01 GMT
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You want to make a convincing argument for GDI winning by spamming high infantry when left with only barracks. What about when you're on Nod? What about when you pull off a good rush and take out the Ref and the WF and now you can't win because of all the damn PICs running around? You deserved you win and it got taken from you because GDI is getting way too much money and points off your tanks than they deserve for the amount of damage they do.

Also, it doesn't take teamwork and talent to win as GDI when you only have your barracks left. The fact that GDI wins in these situations probably 75% or more of the times that this happens,

speaks to the fact that it's NOT in fact more skillful to defend your barracks while being mauled by Nod.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Fri, 05 Sep 2008 15:38:18 GMT
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Crimson wrote on Fri, 05 September 2008 08:16You want to make a convincing argument for GDI winning by spamming high infantry when left with only barracks. What about when you're on Nod? What about when you pull off a good rush and take out the Ref and the WF and now you can't win because of all the damn PICs running around? You deserved you win and it got taken from you because GDI is getting way too much money and points off your tanks than they deserve for the amount of damage they do.

Also, it doesn't take teamwork and talent to win as GDI when you only have your barracks left. The fact that GDI wins in these situations probably 75% or more of the times that this happens, speaks to the fact that it's NOT in fact more skillful to defend your barracks while being mauled by Nod.
Not to mention getting a regular soldier, shoot a Stealth Tank for 10 seconds, you earn about 50~75 points for doing about 5 damage.

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Fri, 05 Sep 2008 16:11:04 GMT
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I'd say Nod has the advantage once the WF goes down, since they have the best artillery, and the best base killing unit in the flame tank.

I think we've always been able to crush a rax camp with 8 flame tanks + 8 passenger nukes...but I like being on the other side too and feeling I still have a good chance to win.

I felt points were related to damage, skill, and what type of unit you have.

When you kill a Sakura, you get 100 points.
You could kill ten shot gunners and only get 30 points...where's the "fairness" in that???

Why is a ramjet unit worth a 100 point risk?????
Because he can gain points shooting tanks while he kills time until he can do something useful like take out a Raveshaw, or a mobile artillery.
Therefore he's going to be doing his team some good even when he's useless.

Stanks by design are supposed to give away tons of points, and let you get tons of points at the same time.
Just because some n00b told us they aren't supposed to, they're supposed to be the penultimate weapon of Nod, doesn't mean we're supposed to listen.

Buildings seem to be the only thing where points are tied in to the damage.

Unless they changed something on the servers, the vehicle limit is 8 vehicles + 1 Harvester = 9

Subject: Re: Fixing... Points?
Posted by Goztow on Fri, 05 Sep 2008 17:08:12 GMT
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Vehicle limit has always been 7 + 1.

Maybe you can explain then why when you shoot tanks that are yellow or red in health, the points are even to the damage? Because there is a bug in the green part maybe? Before you say the bug is in the yellow and red part: why is it that for every building and infantry unit, the green, yellow and red health status all have one thing in common: points = related to damage. Why, oh why?

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Fri, 05 Sep 2008 17:40:00 GMT
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Go test and see what the vehicle limit is, please.

I tested before I posted by creating a sandbox game.
So, unless something changed on the servers, like everything has been. (points fix, PT fix, damage fix, stupid crates, etc.)
Then you're wrong.

Subject: Re: Fixing... Points?
Posted by Goztow on Fri, 05 Sep 2008 19:13:30 GMT
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Edit: it's 7 + 1 for clients and 8 + 1 for hosts, meaning a host advantage.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Sun, 07 Sep 2008 04:21:27 GMT
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Even though I have been playing Renegade for years without knowing about this points fix, it obviously seems like the best decision.

Just because both teams can do it (regardless if it is balanced between the two) doesn't mean that it is balanced and should be left alone.

The problem isn't in the fact that you are gaining points for playing the game. The problem lies in that you are getting points at an rate that doesn't match the effort put in. And in turn, throws off the balance of the game.

For example, lets say you and a friend each want to buy this really nice TV. However there is only one left in the store and so the two of you compete for it by getting different jobs earning money to buy the TV. Lets say you get a job as a doctor (hypothetically speaking) and your friend gets a job working a road-side lemonade stand. However, at the end of the day, your friend gets more money than you for less effort and thus buys the TV.

This is essentially what Renegade is without the points fix. With the points fix, you are simply rounding out effort and compensation in a way that they compliment each other in an even and balanced way.

I honestly do not see what the problem is with people not wanting it. It barely changes anything noticeable, and only adjusts for the better. Simply keeping it the way it is now will only promote anger and stress in the game for the victims of this problem... and for what? So people can get their selfish ways for winning a game they should of had no chance in?

Subject: Re: Fixing... Points?
Posted by Homey on Sun, 07 Sep 2008 04:38:28 GMT
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Goztow wrote on Fri, 05 September 2008 15:13Edit: it's 7 + 1 for clients and 8 + 1 for hosts, meaning a host advantage.
Never knew that. Always thought it was 8 max (so 7+1)

Subject: Re: Fixing... Points?
Posted by EvilWhiteDragon on Sun, 07 Sep 2008 10:25:58 GMT
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R315r4z0r wrote on Sun, 07 September 2008 06:21Even though I have been playing Renegade for years without knowing about this points fix, it obviously seems like the best decision.

Just because both teams can do it (regardless if it is balanced between the two) doesn't mean that it is balanced and should be left alone.

The problem isn't in the fact that you are gaining points for playing the game. The problem lies in that you are getting points at an rate that doesn't match the effort put in. And in turn, throws off the balance of the game.

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one left in the store and so the two of you compete for it by getting different jobs earning money to buy the TV. Lets say you get a job as a doctor (hypothetically speaking) and your friend gets a job working a road-side lemonade stand. However, at the end of the day, your friend gets more money than you for less effort and thus buys the TV.

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I honestly do not see what the problem is with people not wanting it. It barely changes anything noticeable, and only adjusts for the better. Simply keeping it the way it is now will only promote anger and stress in the game for the victims of this problem... and for what? So people can get their selfish ways for winning a game they should of had no chance in?
Well spoken, though for some reason the nay camp has a lot of people either reading or understanding arguments. I hope you've been able to explain it in a way they do get it...

Subject: Re: Fixing... Points?
Posted by Goztow on Sun, 07 Sep 2008 10:29:02 GMT
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Homey wrote on Sun, 07 September 2008 06:38Goztow wrote on Fri, 05 September 2008 15:13Edit: it's 7 + 1 for clients and 8 + 1 for hosts, meaning a host advantage.
Never knew that. Always thought it was 8 max (so 7+1)
Well, on dedicated servers everyone's a client. So it's normal u never noticed, I didn't know it before either.

Subject: Re: Fixing... Points?
Posted by Spoony on Sun, 07 Sep 2008 16:56:07 GMT
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Rocko wrote on Fri, 05 September 2008 01:12the better team is going to win either way lol. with or without it, teamwork matters. and plus im not a point whore like spoony and i care more about ending games on base kill than points.
hmm, you wanna bet I win a higher percentage of my games by basekill than you win by basekill AND points put together?

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Sun, 07 Sep 2008 17:13:32 GMT
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INCOMING PENIS WAVING COMPETITION.

Anyways, hasn't this horse been beaten so much that it's become a shriveled prune of what once was a horse?

s0meSkunk wroteRamjets are supposed to be a very good weapon.
yes, and they are... they do extreme damage to infantry from as-good-as-infinite range, high rate of fire, are the most powerful anti-light-vehicle weapon infantry can use and the best anti-aircraft counter... they aren't supposed to get points shooting stuff they don't damage, and they DON'T NEED points shooting stuff they don't damage to be effective.

if you think otherwise, then quite simply you suck with a ramjet.

s0meSkunk wroteThe other thing that seems to be going around, is halving the damage that sipers do the light armored vehicles.
TT isn't doing that in the patch.

s0meSkunk wroteI remember how pissed off people were when they made it a rule to NOT block harvesters when you're pinned in your base...WTF, of course we want to block the harvester, it's giving away points.

In C&C Tiberian Dawn, do you send your harv out to eat Tiberium when there's 8 Medium Tanks outside the entrance of your base????
NO!
This analogy is downright broken. In the C&Cs you could specifically and directly CONTROL your harvester. You can give it a move order just like you can with a tank. In Renegade you can't, you have to get it jammed behind a light post or something which clearly isn't supposed to happen, it's just crappy AI.

That is aside from the rather obvious point that if you can't take the field back from the enemy, they deserve some points from killing your harvester.

s0meSkunk wroteAnd what's with the harvester giving away no points now?????
It's BS.
this is categorically false. the harvester does give points away when the pointsfix is used... here's your problem: you actually have to damage it. I get the feeling that never really occurred to you.

s0meSkunk wroteAnd yea, Mammoth Tanks and Stanks currently give away tons of points, which is part of the balance.
It's a risk to use Stanks or Mammoth Tanks, because they can potentially win the game for you if used right.
and this is true with the pointsfix, but with the pointsfix they give a SENSIBLE amount of points away. before the pointsfix, the points they gave away was absolutely absurd, as well as something we have conclusively proven was not supposed to happen, as well as something which clearly MISbalances the game.

s0meSkunk wrotePoint fix is a broken idea, if players don't want it, then why would you implement it??
if SOME players don't want it, they can be thankful we're giving a server-side choice.

s0meSkunk wroteIsn't point fix going to make it impossible to win if you only have a rax left and are defending from a complete base in 25 vs 25 player games?
no, it just means you actually have to earn the win.

s0meSkunk wroteHow exactly is it a bug???????????
I was pretty sure Ramjets were supposed to be $1000 elite infantry, which is why they get more points for shooting vehicles.
see above.

s0meSkunk wroteYou should win because they can't kill your last building.
Plain and simple, you should win if they got you down that far and your team banded together to defend for a long time.
holy shit, this has gotta be the dumbest post I've read in... oh, about a week.

you're saying that if I kill half your base, I should LOSE if the game ends by points and not basekill. you're saying killing enemy buildings MEANS YOU'RE LOSING.

just... wow.

s0meSkunk wroteBut I can't stand playing AOW with these point and damage fixes in place.
It's too hard to defend from artillery
uh... med tank? you say you were rank 1?

s0meSkunk wroteand if you're a havoc, and there's no arty to defend from, then you just sit and can't get points, you spent $1000 for nothing.
why would you buy a havoc if the enemy has no infantry or light vehicles?

you say you were rank 1?

s0meSkunk wroteThe original code makes sense to me, and I feel these people have interpreted it in the wrong way.
again, categorically false.

s0meSkunk wroteYou can tell me I don't have enough experience on the subject etc. etc.
well, you aren't exactly making it difficult.

s0meSkunk wroteIt balanced field, and gave you an option if you're GDI to lose your WF
this says it all... nothing about actually using skill and teamwork to TAKE THE FIELD BACK (and you boast about being rank 1... sigh...)

s0meSkunk wroteIf you pinned in your base, you blocked your harvester, something that's no longer allowed and I can't fathom why.
I mean, I guess I can put together some retard theories.
you can and indeed, you have.

s0meSkunk wroteIf you change the point system, they'll lose no matter what because they won't get their proper points off of tanks, and won't have any way to get points to win.
I just laugh at your use of the word "proper"... it just shows you don't have a fucking clue what

you're talking about. The pointsfix means you get the PROPER points for shooting tanks, the amount you were SUPPOSED TO GET, which is based on damage. Before the pointsfix, you got the WRONG points for shooting tanks.

s0meSkunk wroteThe team with better team work should win
yeah, but before the pointsfix they often didn't... thanks to the bugs you seem to think are the saving grace of renegade. but like you said, you were rank 1... I guess winning is more important than whether you deserved to, right?

s0meSkunk wroteI was rank 1 on the old ladder many times, and there were many a close game I played, some we lost, some we won, but there were so many games we would have simply auto lost if it wasn't for the point system being the way it was.
yep, looks like my suspicions were correct...

Subject: Re: Fixing... Points?
Posted by **s0meSkunk** on Mon, 08 Sep 2008 02:16:30 GMT
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Well I guess it's just the end of interesting comebacks for Renegade.

I hate politics, and that's all this shit is.

One person says the code is wrong, another says it's right, and both have good points, and both say the others "good points" aren't "good points" at all.

No one deserves points off of the enemies harvester if the enemy is smart enough to block it.

When you take away freedoms, the game isn't as fun.

Like how snipe only has just become a teleport to the tunnel BS fest, when you used to have the option to snipe in the field.

I always sniped in the tunnel anyway, but I liked the occasional field snipe...whatever.

Edit

I read the previous topic, what ioncloud9 had said, and the posted info on the points fix and why it makes sense.

It does make sense.
But what ioncloud9 had said makes sense too.

Therefore, you're both right.

Maybe Westwood made Renegade like this on purpose to balance infantry vs. tanks.
Or maybe Renegade was a fluke that's popular because of a bug.

No way to know.
But I'm on Ion's side because I used to play with him all the time, and know he knows the game as good as anyone else.

I'm not going to post anymore on this subject, because it's an endless debate whole where everything everyone says is going to be right no matter what because it's all opinions.

May God help Renegade stay good fun and popular

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Mon, 08 Sep 2008 05:10:06 GMT
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It isn't an interesting comeback it is a cheap comeback that only causes people to get upset and angry at the game.

Which outcome sounds better for you:
1. You know that victory is inevitable for your team and so does the enemy team. The game ends with your team as the winner and the enemy team accepting the defeat.

2. You think that victory is inevitable for your team and so does the enemy team. However after a few snipers unfairly gain points by shooting things that can't earn the same amount of points back, they are forced into the lead and, in turn, win the game. The now winning team is ecstatic at their victory, but the losing team is completely baffled and angry at their cheap defeat and lose interest in playing and quit.

Subject: Re: Fixing... Points?
Posted by Aircraftkiller on Mon, 08 Sep 2008 05:21:19 GMT
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You're an idiot, stop trying.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Mon, 08 Sep 2008 05:42:42 GMT
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I love you too.

Subject: Re: Fixing... Points?

Posted by [Aircraftkiller](#) on Mon, 08 Sep 2008 06:00:31 GMT
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I wasn't talking to you. you posted as I wrote that to that furry skunk guy or whatever his name is

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Subject: Re: Fixing... Points?
Posted by [s0meSkunk](#) on Mon, 08 Sep 2008 08:53:00 GMT
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Aircraftkiller wrote on Mon, 08 September 2008 01:21You're an idiot, stop trying.

First, which part about it being my last post on the subject didn't you understand?

Second, I didn't insult anyone.
So whichever side has more people insulting people I automatically view as the side who's opinion matters the least.

Great job.
You're a good person deep down I bet.

Subject: Re: Fixing... Points?
Posted by [Chuck Norris](#) on Mon, 08 Sep 2008 09:12:19 GMT
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skunk, let me say I sort of understand where you're coming from, having once thought the points fix makes the game less fun, but I have to agree that your points aren't really valid from an argument point of view. It does make it more competitive because less people are "fooling around", but it's still fun. Back then, if you were even half skilled in a vehicle, you would dominate because everyone else fooled around and not many people competitively played, but now, everyone competes because the bug is gone, so what you're seeing now is the game the way is was intended to be from the start, but due to bad coding/time limits/the Westwood liquidation, it never got fixed. It's still fun, more fun once you see the balance is fixed, but the game is just being played as it supposed to be.

I think you have to look at it this way for it to make most sense. Take points OUT OF THE PICTURE ENTIRELY for just one second. Now, that leaves the option that you win by base destruction. Winning by points is the FALLBACK, not the ALTERNATIVE. That's how you have to look at this game for it to make sense. Westwood never intended points as a prime way to win with disproportionate points being given to those who do, in literal senses, nothing. Points never had ANYTHING to do with Command & Conquer games and victory. It's just a fallback in case the time runs out (if it isn't a marathon). They never intended it to be a way to be attempted to win. It's just like this to the game's mind. "Okay, the time has run out and neither team lost it's entire base, and this team has more points, so I assume they did better overall, and thus win." However, if one team really does better and the other just uses the points bugs to get more points, the game incorrectly gives the worse team the win. THAT'S NOT FUN NOR HOW IT IS SUPPOSED TO BE. Because of this bug, too many people actually made winning by points more possible as an

alternative by exploiting this bug in the system. It's not the intended way to win. Westwood would not make it a "strategy" to snipe tanks for no damage and win the game the way. Infantry do stand a chance against tanks. It's called PIC Sydney, Mobius, Raveshaw, Mendoza, rockets, etc. Snipers are good for light armor vehicles too, which brings me to the point you mentioned about alot of servers halving their damage to lightly armored vehicles. THAT part IS completely stupid, and I agree with you there, it destroys balance (those servers might as well at least halve their cost to make it half fair then), BUT, that is not a part of the points fix. That's a separate individual change. The points fix itself just fixes a logical error, and the only reason you could possibly be complaining is because you were exploiting this bug at times. The only reason people complain about these fixes is because they like using these exploits, but in the long run, they've damaged the balance and gameplay. The fact that people think this is how it was meant to be or how it should be just proves it. This and the PT bug just need stamped out of existence entirely.

Edit: As for snipers, the way I see it is, they're in the game for two reasons, and neither is huge. Snipers aren't really the be all they sort of are (due to the bug in the points system). Snipers never traditionally had a big part in Command & Conquer at all. The first is, shooting games have snipers alot of the times, and it is fun, either versus other snipers or infantry. The second is they can take out other infantry (i.e., actually help their team's cause by taking down a fighter or support class character helping the other team rather than another sniper). They already are THE anti-air units, lethal to infantry, have an extremely long range, and damage lightly armored vehicles pretty good, again, at long range. The only thing they lack is damage to buildings and heavy armor vehicles. If they can amass huge points off of the tanks, WHAT WEAKNESS DO THEY HAVE? Don't say that they can't damage buildings because that's negated when you can just pick on tanks and get free points. They were never meant to fight tanks and win, thus do no damage, so should be awarded no "count" of winning in that scenario, but again, when the game incorrectly gives you so many points as though you won it when you did not, it counts towards your overall team points incorrectly, which can obviously, in a BS way, affect the outcome of a game.

Subject: Re: Fixing... Points?
Posted by Spoony on Mon, 08 Sep 2008 11:39:14 GMT
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s0meSkunk wrote on Sun, 07 September 2008 21:16Well I guess it's just the end of interesting comebacks for Renegade.
no it's not, a losing team can absolutely possibly come back and win, they just need to earn it now. Spending ten minutes shooting stuff you don't damage isn't teamwork, it isn't outplaying your enemy, and it isn't "earning" the win... it's just fucking stupid and it misbalances the game.

s0meSkunk wrote on Sun, 07 September 2008 21:16I hate politics, and that's all this shit is.
uh no, it's a fix for a bug quite a lot of people don't like, and yet we're leaving the option open for people to play the bugged version.

s0meSkunk wrote on Sun, 07 September 2008 21:16One person says the code is wrong, another says it's right, and both have good points, and both say the others "good points" aren't "good points" at all.
unfortunately there are two points that need crowbarring into this sentence.

1. the pro-pointsfix crowd can prove it when they say the code is wrong. the anti-pointsfix crowd can't prove it when they say the code is right
2. the pro-pointsfix crowd can logically explain it when they say your points aren't good points at all. you can't logically explain it when you say the pro-pointsfix crowd aren't good points.

it's like evolution vs creationism all over again, it really is.

s0meSkunk wrote on Sun, 07 September 2008 21:16No one deserves points off of the enemies harvester if the enemy is smart enough to block it.
sorry, but this patch isn't making it impossible to block the harvester... each server gets to decide whether that's allowed, just like was the case before. go bitch to the server owners about that, not TT.

s0meSkunk wrote on Sun, 07 September 2008 21:16When you take away freedoms, the game isn't as fun.
well, this is always going to be a matter of opinion. making it impossible to cheat is going to be less fun for cheaters, disallowing tunnel beacons is going to be less fun for people who like tunnel beaconing, and fixing the points bug is going to be less fun for people who can only ever win games by shooting stuff they don't damage.

still, be thankful the option to play on a non-pointsfix server is there. unfortunately for you, you aren't gonna get rank 1 by that nonsense anymore... you'll actually have to damage the enemy if you want that.

s0meSkunk wrote on Sun, 07 September 2008 21:16Like how snipe only has just become a teleport to the tunnel BS fest, when you used to have the option to snipe in the field.

I always sniped in the tunnel anyway, but I liked the occasional field snipe...whatever.
you've well and truly lost me here... how has the pointsfix prevented you being able to "snipe in the field"? unless you're describing "sniping" as shooting heavy tanks with a weapon that barely damages them?

s0meSkunk wrote on Sun, 07 September 2008 21:16But what ioncloud9 had said makes sense too.

But I'm on Ion's side because I used to play with him all the time, and know he knows the game as good as anyone else.
firstly I'll lay odds I know it a lot better than ioncloud, secondly he's already admitted he was wrong about the majority of the things he said... dunno if that means anything to you.

s0meSkunk wrote on Sun, 07 September 2008 21:16Maybe Westwood made Renegade like this on purpose to balance infantry vs. tanks.
Or maybe Renegade was a fluke that's popular because of a bug.

No way to know.
there is, actually... it's been categorically proven that the pointsfix is how the original points system should've been, and the anti-pointsfix crowd has never, never refuted all the evidence.

s0meSkunk wrote on Sun, 07 September 2008 21:16I'm not going to post anymore on this subject, because it's an endless debate whole where everything everyone says is going to be right no matter what because it's all opinions.
this is what people always say to make themselves feel better about the fact they were wrong about stuff. and I hate to break it to you, but you were.

Subject: Re: Fixing... Points?
Posted by jnz on Mon, 08 Sep 2008 12:25:52 GMT
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For the record, the points bug doesn't misbalence anything. It just makes people use silly tactics.

Subject: Re: Fixing... Points?
Posted by Spoony on Mon, 08 Sep 2008 14:32:33 GMT
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getting points for ABSOLUTELY NO REASON isn't misbalance?

a team who's lost half their base, been pinned in their own base and failed to play offensively at all, while the enemy dictated the entire pace of the game, and yet the defensive team managed to win not by any superior strategy or teamwork but because they spent more time shooting things they didn't damage... isn't misbalance?

GDI not having to even take the field on Field, when Nod does, isn't misbalance?

defensive play being rewarded over offensive play isn't misbalance?

Subject: Re: Fixing... Points?
Posted by jnz on Mon, 08 Sep 2008 16:05:57 GMT
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Spoony wrote on Mon, 08 September 2008 15:32getting points for ABSOLUTELY NO REASON isn't misbalance?

a team who's lost half their base, been pinned in their own base and failed to play offensively at all, while the enemy dictated the entire pace of the game, and yet the defensive team managed to win not by any superior strategy or teamwork but because they spent more time shooting things they didn't damage... isn't misbalance?

GDI not having to even take the field on Field, when Nod does, isn't misbalance?

defensive play being rewarded over offensive play isn't misbalance?

Both teams can do it, therefore no team gets an advantage from it.

Subject: Re: Fixing... Points?
Posted by Herr Surth on Mon, 08 Sep 2008 16:09:27 GMT
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RoShamBo wrote on Mon, 08 September 2008 11:05Spoony wrote on Mon, 08 September 2008 15:32
GDI not having to even take the field on Field, when Nod does, isn't misbalance?

Both teams can do it, therefore no team gets an advantage from it.

You should really read from time to time.

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Mon, 08 Sep 2008 16:50:13 GMT
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Spoony wrote on Mon, 08 September 2008 07:39
it's like evolution vs creationism all over again, it really is.

Hence why it's just politics, all your other condescending remarks aside.

s0meSkunk wrote on Sun, 07 September 2008 21:16Like how snipe only has just become a teleport to the tunnel BS fest, when you used to have the option to snipe in the field.

I always sniped in the tunnel anyway, but I liked the occasional field snipe...whatever.
Spoony wrote on Mon, 08 September 2008 07:39
you've well and truly lost me here... how has the pointsfix prevented you being able to "snipe in the field"? unless you're describing "sniping" as shooting heavy tanks with a weapon that barely damages them?

I said snipe only. As in, snipers are the only unit allowed in play.
It seems the popular snipe only servers now teleport you instantly to the tunnel, and that's the only place you're allowed to fight.

If you try to go somewhere else, you're either blocked, or teleported back.

It's fine in some ways, for most maps...but then some maps, you just never used to even go to the tunnels, and some players simply always sniped in the field, or liked to use scope.
Now those players are forced to snipe in the tunnels.

I usually sniped in the tunnel anyway, but sometimes I want to loop my enemy, and sometimes if I'm being a beast and managed to fight my way into their base...I'd like to hide in their base and snipe people when they're unaware and leaving their base.

But those things are all against the new snipe only rules.

It also seems like all the CTF servers are gone, except for ones with crazy modifications and stupid stuff.

Inf only servers all seem to have base kill now.

All of Renegade has changed.
It's not for the better in most cases.

But if you didn't get the idea from reading my last post, possibly because of things like "people just say this stuff to feel better when they're wrong" I'm actually seeing your side of the points fix.
I think it means less depth and what not...but I see how it makes sense, and let's you use stanks without worry since the enemy will only get 90 points when they kill them, so who cares what happens?

I don't agree it was cheating, that's an opinion, and not a fact.
Even if it was a glitch, it wasn't cheating. Cheating is a pretty powerful word to me, and this just seems like a case of accepted exploitation, which exploits aren't cheats.
But that's an opinion as well. Can't be proven one way or another.

I know you said it's going to be optional and what not, but if it's forced for the ladder, then I don't see how it's optional at all.

Chuck made a good post.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Mon, 08 Sep 2008 16:56:44 GMT
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RoShamBo wrote on Mon, 08 September 2008 12:05Both teams can do it, therefore no team gets an advantage from it.
No they can't!

Does Nod have any Mammoth tanks that GDI can take points off of? What about Medium tanks? Because those tanks give different amounts of points off than Stealth tanks and flame tanks.

And I thought I already covered the imbalance in a post a made on the last page.

Subject: Re: Fixing... Points?
Posted by jnz on Mon, 08 Sep 2008 17:01:22 GMT
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R315r4z0r wrote on Mon, 08 September 2008 17:56RoShamBo wrote on Mon, 08 September 2008 12:05Both teams can do it, therefore no team gets an advantage from it.
No they can't!

Does Nod have any Mammoth tanks that GDI can take points off of? What about Medium tanks? Because those tanks give different amounts of points off than Stealth tanks and flame tanks.

And I thought I already covered the imbalance in a post a made on the last page.

The mammoth tank costs much more credits. Nod can get more stealth tanks. You can get 2 stealth tanks for 300 more than a mammoth.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Mon, 08 Sep 2008 17:39:56 GMT
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So, by your logic, Mammoth tanks should therefore give you twice as much points, correct?

Well that is wrong. I just conducted my own tests and here are my results. I used a ramjet for each team and shot at the following vehicles and recorded their points. (The actual points earned is a decimal, so these points were the approximate numbers I received in game)

Stealth tank = 22 Points
Buggy = 12 Points
Light Tank = 10 Points
Flame Tank = 10 Points

Mammoth tank = 12 Points
Medium tank = 10 Points
Humm-vee = 12 Points.

Now do these results look right to you? I mean, first of all there is the fact that none of these numbers should be in the double digits. But then there is the fact that the points received has no apparent connection to credits spent. You almost get double the amount of points for shooting a stealth tank which is just a few hundred over half the cost of a mammoth tank.
Then there is the humm-vee and the buggy, the humm-vee is more expensive than the buggy and has more armor, and yet it gives the same amount of points off as the buggy.

Subject: Re: Fixing... Points?
Posted by jnz on Mon, 08 Sep 2008 17:49:26 GMT
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A successful stealth rush doesn't give the other team more points.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Mon, 08 Sep 2008 19:24:54 GMT
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RoShamBo wrote on Mon, 08 September 2008 12:49A successful stealth rush doesn't give the other team more points.
And how many times a successful Stealth Tank rush can work on a Barracks whored on by 5+ Hotwires and defended by 5+ Mobiuses and PIC Sydneys?

Subject: Re: Fixing... Points?
Posted by u6795 on Mon, 08 Sep 2008 19:26:28 GMT
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RoShamBo wrote on Mon, 08 September 2008 13:49A successful stealth rush doesn't give the other team more points.
If a stealth rush is truly successful, points shouldn't matter that much as the game would be pretty much in Nod's favor (unless they enormously fuck up, or something.)

Subject: Re: Fixing... Points?
Posted by jnz on Mon, 08 Sep 2008 19:27:44 GMT
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When I say succesful, I only mean undetected. I don't mean buildings were killed.

Subject: Re: Fixing... Points?
Posted by Spoony on Mon, 08 Sep 2008 19:41:54 GMT
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s0meSkunk wrote on Mon, 08 September 2008 11:50Spoony wrote on Mon, 08 September 2008 07:39
it's like evolution vs creationism all over again, it really is.

Hence why it's just politics, all your other condescending remarks aside.
when I compared it to evolution vs creationism, I was talking about the fact one side uses logically-formulated theories backed up by evidence, and the other side just rants and bullies and ignores anything that proves them wrong.

s0meSkunk wrote on Mon, 08 September 2008 11:50I said snipe only. As in, snipers are the only unit allowed in play.
k, so? these servers are modifying the game in a massive way by disallowing 95% of the game's units and 100% of the game's strategy. why are you complaining about what goes on in there? it isn't even Renegade.

---

s0meSkunk wrote on Mon, 08 September 2008 11:50I usually sniped in the tunnel anyway, but sometimes I want to loop my enemy, and sometimes if I'm being a beast and managed to fight my way into their base...I'd like to hide in their base and snipe people when they're unaware and leaving their base.

But those things are all against the new snipe only rules.
they're allowed in RENEGADE servers.

s0meSkunk wrote on Mon, 08 September 2008 11:50It also seems like all the CTF servers are gone, except for ones with crazy modifications and stupid stuff.
lol... CTF is, by definition, a 'crazy modification'.

s0meSkunk wrote on Mon, 08 September 2008 11:50Inf only servers all seem to have base kill now.

All of Renegade has changed.
no, Renegade hasn't. AOW (which is what Renegade actually is, where all the units and strategies are allowed - barring a few obvious bugs like ob walk and b2b, obviously) has not changed.

s0meSkunk wrote on Mon, 08 September 2008 11:50But if you didn't get the idea from reading my last post, possibly because of things like "people just say this stuff to feel better when they're wrong" I'm actually seeing your side of the points fix.
I think it means less depth and what not...but I see how it makes sense, and let's you use stanks without worry since the enemy will only get 90 points when they kill them, so who cares what happens?
uh yes, you do have to "worry" about them because stanks are expensive and flimsy, and if you're all stanks and you get taken out, GDI'll have the field.

all of this is balanced. what is NOT balanced is the ridiculous amount of points havocs and GDI soldiers and APCs and orcas can strip off those stanks for ABSOLUTELY NO REASON.

s0meSkunk wrote on Mon, 08 September 2008 11:50I know you said it's going to be optional and what not, but if it's forced for the ladder, then I don't see how it's optional at all.
which ladder? the ladder TT revived, the ladder that wouldn't exist without TT?

here's a question: if you want a ladder where the top players can be guys who spend all game shooting stuff they don't damage... why don't you make one?

the key word in that question is "you".

Subject: Re: Fixing... Points?
Posted by TD on Mon, 08 Sep 2008 22:35:05 GMT
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IMO the keyword is RENEGADE

Subject: Re: Fixing... Points?
Posted by JohnDoe on Mon, 08 Sep 2008 23:30:46 GMT
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All of these discussions will seem quite useless if the anti-cheat part of the patch gets bypassed in a week like the last renguard...

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Tue, 09 Sep 2008 00:11:59 GMT
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What do you mean? If someone starts earning more points then they should be through a cheat, it will be quite obvious in the game..

Subject: Re: Fixing... Points?
Posted by JohnDoe on Tue, 09 Sep 2008 00:41:23 GMT
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...

Subject: Re: Fixing... Points?
Posted by Rocko on Tue, 09 Sep 2008 05:08:40 GMT
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LMAO

Subject: Re: Fixing... Points?
Posted by Crimson on Tue, 09 Sep 2008 06:38:36 GMT
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You know, if I can provide you a detailed, point-by-point proof that the original points system was bugged, then shouldn't the anti-points fix people be required to do so as well?

Subject: Re: Fixing... Points?
Posted by Spoony on Tue, 09 Sep 2008 07:48:27 GMT
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NO, DAMMIT!

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Tue, 09 Sep 2008 13:48:36 GMT
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HOW DARE YOU ACTUALLY BRING LOGIC IN HERE, CRIMSON?!

You should be ashamed!

Subject: Re: Fixing... Points?
Posted by jnz on Tue, 09 Sep 2008 16:01:55 GMT
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Crimson wrote on Tue, 09 September 2008 07:38You know, if I can provide you a detailed, point-by-point proof that the original points system was bugged, then shouldn't the anti-points fix people be required to do so as well?

No. They don't need proof, they just want to abuse a silly little bug.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Tue, 09 Sep 2008 16:32:46 GMT
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I thought you were against the points fix?

If so, then you should be saying "we" and not "they."

Subject: Re: Fixing... Points?
Posted by jnz on Tue, 09 Sep 2008 16:33:41 GMT
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I don't care about it, I don't use silly tactics for money.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Tue, 09 Sep 2008 17:15:33 GMT
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Well, just an fyi, we aren't talking about money, we are talking about points.

You don't get a lot of money from shooting tanks, you get a lot of points, which throws your team into the lead.

Subject: Re: Fixing... Points?
Posted by jnz on Tue, 09 Sep 2008 17:16:48 GMT
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R315r4z0r wrote on Tue, 09 September 2008 18:15Well, just an fyi, we aren't talking about money, we are talking about points.

You don't get a lot of money from shooting tanks, you get a lot of points, which throws your team into the lead.

I still don't care whether it goes in or not. It wont effect my gameplay at all.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Tue, 09 Sep 2008 17:24:50 GMT
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RoShamBo wrote on Tue, 09 September 2008 13:16I still don't care whether it goes in or not. It wont effect my gameplay at all.
That's where you're wrong. Regardless if you do it or not, it still effects you. As long as someone on your team is doing it than you get the benefits. And as long as someone on the enemy team is doing it, then you're getting cheated.

Sure, you don't have to care, but it DOES effect you and your gameplay.

Subject: Re: Fixing... Points?
Posted by jnz on Tue, 09 Sep 2008 17:32:48 GMT
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Well I don't look at my score, my kills or whatever. I just play with the cash I have. If I don't have cash I get a shotgunner or something and fool around or sometimes an engineer and repair tanks/buildings. That is my game play, it will still not be effected. I don't care if I win or lose.

If I have money, I might get the PIC or Railgun out. If not, it doesn't matter I just do something else. More points/cash wont effect my game play. If the other team has more points and cash then their tanks and soldiers are just fodder for whatever character or tank I have.

Subject: Re: Fixing... Points?
Posted by Goztow on Tue, 09 Sep 2008 18:34:29 GMT
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Points == money. 1 point == 1 credit.

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Tue, 09 Sep 2008 21:02:35 GMT
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Spoony wrote on Mon, 08 September 2008 15:41
here's a question: if you want a ladder where the top players can be guys who spend all game
shooting stuff they don't damage... why don't you make one?

the key word in that question is "you".

I never said that.
You're being way too arrogant to understand my posts and give any point I mention, even points
for your side, and on topics not even relating to the points fix any thought at all.

I'm even coming around to see why this could be good, and you didn't even notice, you just
continued on assuming I'm some kind of jerk or asshole, which I don't feel like I've been.
I apologize if you feel I've been that way, but maybe you see that because you're used to people
here acting that way.
It's what I see when I look through the boards after all.

You can prove the points fix makes sense, and you can prove the system previously made no
sense when vehicles had green health.
But you can't prove that Westwood didn't just make it that way on purpose, for whatever reason.
(it's a bitch to fight tanks now as infantry)
So all this proof talk you mention is really just opinionated "proof," and can never truly be proved
anyway.
So I don't like hearing you call it proof.
I guess I'm going to have to take a neutral stance on this, because neither sides arguments can
prove anything, and one side just shouts "We proved it!" and the other side just shouts back "No
you didn't!" And so then the first side shouts "Well prove how we didn't."

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Tue, 09 Sep 2008 22:19:36 GMT
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I'm pretty sure they said it was an error in code and not an intentional effort to fix the game's
points.

You see, in Level Editor, when you modify an object that has health, you get to put in how many
points you get from it for shooting and killing it.

Now, if you look a few posts back, you will come across a test I did involving finding out how many
points you get for using a Ramjet against various vehicles. Here is an excerpt:

I said:Stealth tank = 22 Points
Buggy = 12 Points
Light Tank = 10 Points

Flame Tank = 10 Points

Mammoth tank = 12 Points
Medium tank = 10 Points
Humm-vee = 12 Points.

The Stealth tank gives off 22 points. Now here is the same preset's settings in Level editor:

I don't know about you, but 0.110 Points does not equal 22 Points.

If Westwood had intended to make the points we currently get the actual point system, they would have set the points in their presets to be larger than what is shown.

And upon further investigation of the Ramjet rifle itself, neither in its weapon settings, ammunition settings, or preset settings does it dictate a point multiplier. And even if it did, it would take a rather large point multiplier to get from 0.11 to 22.0.

Therefore, I think it is pretty safe to assume that this was NOT an intention addition to the game.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Tue, 09 Sep 2008 22:35:29 GMT
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Not to mention Spoony already PMed a former Westwood employee, who also thinks it's a bug.

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Tue, 09 Sep 2008 22:40:48 GMT
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I know it sounds all nice and good, and I do honestly see the good that will come from the points fix.

But I still don't think I'm wrong in saying that it's great the way the game is now because we have the ability to come back and win from hopeless odds...stuff like that makes people watching get hyped, and feel good.

I'm seeing it from both sides right now.

I think I like what the points fix will accomplish, and I'll sorely miss what it takes away from the game.

The flaw here in this argument that you guys are providing is "it is pretty safe to assume that this was NOT an intention addition to the game."

Growing up I was taught that when you assume, you make an ass out of u and me.

But on the flip side, if Westwood did in fact intend for it to be like this, (which we'll never know save for the Westwood employee who did the coding comes on the forums and talks about it [which is extremely unlikely...]) then I want to experience it.

I've been playing on points fixed servers the last few days, and what I see is more opportunity to use flame tanks and stealth tanks and Mammoth tanks without ruining the game, and I don't have to yell at my team mates as much anymore for doing stupid things, and I'm still getting MVP when we win...but when we're losing it's pretty hopeless for come backs : (

It's still fun for now. But I still think the points fix is better off not implemented for the games depth (which I still feel is gone.)

Subject: Re: Fixing... Points?
Posted by sadukar09 on Tue, 09 Sep 2008 22:43:50 GMT
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Please explain why you should win because GDI gets so much points off Stealth Tanks and Flame Tanks with Ramjet for doing 5 damage, while Mobius and PIC Sydneys get less for doing actual damage? Oh yes, please explain why you should win if Nod kills all your base but your Barracks? Have you tried to rush GDI Barracks with Stealth Tanks or Flames? Of course you fail, thanks to the PICs and Volts, and then you lose 250-500 points to Ramjetters, hmm?

Subject: Re: Fixing... Points?
Posted by Crimson on Tue, 09 Sep 2008 22:44:42 GMT
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Looks like someone else didn't read the proofs that we posted:

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

Object name	Damage points	Previous points per shot	Current points per shot
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

Hummvee: 35/350
Buggy: 30/300

Since it's already understood that aside from free infantry, the points gained for killing an enemy are 10% of the credits used to buy the character, having this chart work out to 10% on vehicles as well in a points-fixed server, it proves that this was not a bug intended by Westwood. Add that to the previously-shown testimony by a former Westwood employee that it was a bug as well, and you have conclusive evidence that the points fix is the system Westwood intended before they were so unceremoniously shut down.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Tue, 09 Sep 2008 22:48:35 GMT
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s0meSkunk wrote on Tue, 09 September 2008 18:40But I still don't think I'm wrong in saying that it's great the way the game is now because we have the ability to come back and win from hopeless odds...stuff like that makes people watching get hyped, and feel good.
No, it makes the team who was losing feel astonished for 5 min until the next game starts and makes the losing team pissed, angry, and tempts them to leave the game and not play for another week. What really makes people get hyped and feel good is if they actually came back FAIRLY and won a game. Because then, the final losing team can understand why they lost and reflect on it. However if they lost because people used snipers to steal points for no damage, then they will just leave.

Do you honestly think it is fair for a weapon to get so many points and provide no counter for the opposing team to win those points back? IMO, something that gets a lot of points should also GIVE a lot of points back.

s0meSkunk wrote on Tue, 09 September 2008 18:40The flaw here in this argument that you guys are providing is "it is pretty safe to assume that this was NOT an intention addition to the game."

Growing up I was taught that when you assume, you make an ass out of u and me.

...assume was just a word I used to sound grammatically correct. I assume using it all the time even when I'm not assuming things. And even so, it was a figure of speech. I've proven that it was not an intentional implementation from Westwood, therefore it is 'safe to assume' meaning I can say something without fear of it being rebutted for lack of evidence.

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Wed, 10 Sep 2008 02:19:58 GMT
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Yea, I thought it was fair for the ramjet rifle to get the same points a PIC got from a shooting a

vehicle (last time I checked they both got the same points in non poits fix) because I thought vehicles have the ability to get SOOO many points, and that's why it made sense for us to be able to get sooo many points off of the vehicles.

It honestly made perfect sense to me, since vehicles were such good point getters, that you could get such good points off of vehicles.

While I did use this ramjet tactic often, I was also a team player.
Get an APC at beginning of the game ASAP and go remote C4 rush a building...and I hated people who would wait to detonate their C4 so they could get the more points, or put down timed C4's to try to get the more points, when we could have totally taken out the building if it wasn't for their bungling.

To me, it's fair to be able to come back and win with points as the alternative because you're trapped in your base and have to defend well for fifteen minutes or more.
To me, that was the reward for being able to defend your base without x building and keep the enemy from killing you.

It always made sense to me.
TBH the new way makes sense too.
I hate how I can understand what people talk about, but they can never understand what I talk about.

This is me.
This is everyone else.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Wed, 10 Sep 2008 03:38:32 GMT
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You have the right attitude, but you aren't grasping the situation correctly. Take a look at what you just said:

s0meSkunk wrote on Tue, 09 September 2008 22:19Yea, I thought it was fair for the ramjet rifle to get the same points a PIC got from a shooting a vehicle (last time I checked they both got the same points in non poits fix) because I thought vehicles have the ability to get SOOO many points, and that's why it made sense for us to be able to get sooo many points off of the vehicles.

It honestly made perfect sense to me, since vehicles were such good point getters, that you could get such good points off of vehicles.
You don't see the problem with what you just said? Ok, try reversing what you just said. Instead of saying 'Because vehicles give you a lot of points, you should get a lot of points off of vehicles,' use that same logic and turn it around 'Because snipers can get a lot of points off vehicles, you should get a lot of points off snipers.' And that isn't the case.

Not to mention vehicles get a lot of points because they actually put effort in and actually DO

things to shape the tide of battle.

Vehicles should get points because:
-They require a substantial amount of control and effort to use and earn points. Ramjets however simply require to stand out of range from enemy targets and pick points off of them by simply pointing and clicking.

-They can actually do damage to other people, vehicles and structures. Ramjets however, get a substantial amount of points for doing next to no damage. A vehicle might get 25-30 points for taking out 2/3s of 1 block of health to a structure were as a Ramjet gets 22 points for shooting a stealth tank doing 4-5 damage to its armor.

-They are within range of enemy attacks, meaning the enemy can easily counter their point gaining. Ramjets however, can fire from far out of range of anything it is shooting at giving the victim no chance to redeem them self.

-The points you earn from vehicles are points well earned for helping your team in battle. Were as using a Ramjet to earn points in no way helps your team win the battle. The time you spend planting sniper shots into a tank doing no damage could be better spent actually hurting the enemy and rightfully earning points.

Sure, it is always fun to win by the alternative points victory, but if you got the points using this bug, then it simply isn't fair, competitive, or fun. Coming back and winning a game using this glitch is not something to take pride in, it is something to pity.

Subject: Re: Fixing... Points?
Posted by Spoony on Wed, 10 Sep 2008 04:39:07 GMT
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s0meSkunk wrote on Tue, 09 September 2008 16:02Spoony wrote on Mon, 08 September 2008 15:41
here's a question: if you want a ladder where the top players can be guys who spend all game shooting stuff they don't damage... why don't you make one?

the key word in that question is "you".

I never said that.
Answer my question. If you want a ladder where non-pointsfix games are counted, why don't YOU make one? TT isn't making one because we don't see the slightest point when there is a far superior points system available, where points gained are actually earned.

If you don't answer the question I'll just assume it's laziness and selfishness on your part, shall I?

s0meSkunk wrote on Tue, 09 September 2008 16:02You're being way too arrogant to understand my posts and give any point I mention, even points for your side, and on topics not even relating to the points fix any thought at all.
The flaw in your statement is the rather obvious point that I've responded to pretty much

everything you've said, whereas you've dodged the vast majority of what I've said... generally the bits that showed you were categorically wrong about a great deal of different things.

s0meSkunk wrote on Tue, 09 September 2008 16:02You can prove the points fix makes sense, and you can prove the system previously made no sense when vehicles had green health.
But you can't prove that Westwood didn't just make it that way on purpose, for whatever reason.

s0meSkunk wrote on Tue, 09 September 2008 16:02
So all this proof talk you mention is really just opinionated "proof," and can never truly be proved anyway.
So I don't like hearing you call it proof.
I guess I'm going to have to take a neutral stance on this, because neither sides arguments can prove anything, and one side just shouts "We proved it!" and the other side just shouts back "No you didn't!" And so then the first side shouts "Well prove how we didn't."
These two posts sum up the anti-pointsfix crowd perfectly.

The FACT (Yes fact, not opinion) that the pointsfix is what the original point system was supposed to be, BY WESTWOOD, has been proven again and again and again, in several different ways. Nobody, NOBODY has refuted a single shred of it, let alone the whole package, LET ALONE proved the opposite viewpoint.

Now, you just said you're going to take a "neutral stance" based on the rather wild assertion that "neither side has proven anything". Crimson's posted a big chunk of what we have proved; there's more if you want it. The anti-pointsfix crowd has proven absolutely nothing.

So, in the light of the fact that one side actually has proven a great deal, which the other side has spectacularly failed to debunk (or even acknowledge, in many cases) perhaps your "neutral stance" should be reconsidered?

s0meSkunk wroteBut I still don't think I'm wrong in saying that it's great the way the game is now because we have the ability to come back and win from hopeless odds...stuff like that makes people watching get hyped, and feel good.
like I already said... you can still come back from a losing situation on a pointsfix server. There is one difference compared to before:

YOU ACTUALLY HAVE TO EARN IT NOW!

s0meSkunk wroteThe flaw here in this argument that you guys are providing is "it is pretty safe to assume that this was NOT an intention addition to the game."

Growing up I was taught that when you assume, you make an ass out of u and me.
Assume? Making a conclusion based on a staggering amount of evidence, none of which has been refuted, and none to the contrary has ever been presented, is "assuming"?

In this next quote, I'll italicise the important part.
s0meSkunk wroteI've been playing on points fixed servers the last few days, and what I see is more opportunity to use flame tanks and stealth tanks and Mammoth tanks without ruining the game, and I don't have to yell at my team mates as much anymore for doing stupid things, and I'm

still getting MVP when we win...but when we're losing it's pretty hopeless for come backs : (
True colours shining through right there. Crimson and I have both said on different forums how pitiful it is that the "pros" love to treat new players like shit just for buying a stank or a mammoth or fixing the WF or whatever; just some new player who is trying to help his team. It's a disgusting way to act and it's yet another argument against the points bug; it's also very telling that everyone who does this is generally on the anti-pointsfix side of the argument.

s0meSkunk wroteYea, I thought it was fair for the ramjet rifle to get the same points a PIC got from a shooting a vehicle
oh... god...
...please tell me this is an unfortunate series of typos, please...

s0meSkunk wrote(last time I checked they both got the same points in non poits fix) because I thought vehicles have the ability to get SOOO many points, and that's why it made sense for us to be able to get sooo many points off of the vehicles.
oh dear, it wasn't a mistake, you really meant to say something so massively absurd.

here's the colossal flaw.

the reason vehicles have the ability to get big points is BECAUSE THEY DO BIG DAMAGE. that is how the whole points system works (once the green-vehicle bug is fixed, at least...)... the more damage you do, the more points you get.

PICs do decent damage to tanks, so they should get points accordingly. Ramjets don't do shit, so they shouldn't get points for shooting a vehicle. This is blindingly obvious common sense, sorry.

s0meSkunk wroteGet an APC at beginning of the game ASAP and go remote C4 rush a building...and I hated people who would wait to detonate their C4 so they could get the more points, or put down timed C4's to try to get the more points, when we could have totally taken out the building if it wasn't for their bungling.
uhhh... that's nice, what's it got to do with the pointsfix?

s0meSkunk wroteTo me, it's fair to be able to come back and win with points as the alternative because you're trapped in your base and have to defend well for fifteen minutes or more.
To me, that was the reward for being able to defend your base without x building and keep the enemy from killing you.
if all you're doing is defending, if the enemy's done more damage than you and has dictated the entire pace of the game, preventing you from playing offensively at all... why do you deserve to win?

s0meSkunk wroteI hate how I can understand what people talk about, but they can never understand what I talk about.
yep, but it hasn't occurred to you why that is...

Subject: Re: Fixing... Points?
Posted by s0meSkunk on Wed, 10 Sep 2008 07:44:18 GMT

Spoony wrote on Wed, 10 September 2008 00:39
Answer my question. If you want a ladder where non-pointsfix games are counted, why don't YOU make one? TT isn't making one because we don't see the slightest point when there is a far superior points system available, where points gained are actually earned.

If you don't answer the question I'll just assume it's laziness and selfishness on your part, shall I?

What do you want me to say to this???
Cause we both know if I could have remade the ladder, I would have done so.
I wouldn't have changed anything either, because I loved the ladder.
There's nothing I can say to this question that would be the "right answer" because I can't make a ladder, maybe just because I don't know the right people, don't have enough resources, or just didn't know where to start.

I'm not trying to tell you how to run your ladder, that you made. I was trying to take part in a discussion, and didn't expect to be talked down to once I started to take part in the discussion.

Spoony wrote on Wed, 10 September 2008 00:39
True colours shining through right there. Crimson and I have both said on different forums how pitiful it is that the "pros" love to treat new players like shit just for buying a stank or a mammoth or fixing the WF or whatever; just some new player who is trying to help his team. It's a disgusting way to act and it's yet another argument against the points bug; it's also very telling that everyone who does this is generally on the anti-pointsfix side of the argument.

I never treated anyone like shit. That hurts my feelings you think I would do that.
I would PM and explain to people why they should not buy a stank, or repair a building or whatever, and explain how it came to be, and what they can do in alternative.
I would actually talk to them; never getting through, and then it would all boil down to them being yelled at with words similar to "Please stop repairing the WF already! You're losing the game for us."

I don't curse at other players, and I don't go around acting like one of those snotty bratty rich kids we all know we hate.

I always got along with you too, and you never used to talk to me like this.
But I suppose times have changed, and people have too.

I always thought

use vehicles, get big points off of buildings (spend $800, get potentially tons of points, give them a few hundred) >

use infantry, get big points off of vehicles (spend $1000, get less points than the vehicles get off of the buildings, but still get good points, give them 100 points when you die, take a few hundred

from them) >

use free infantry, get big points off of tier 3 infantry (spend nothing, or maybe even $175 and get semi good points off of the tier 3 infantry, give them 3-16 points depending, take 100)

It was a nice circle to me.
You guys tell me the circle doesn't work for you.
You're running the ladder now, so it is up to you.

I see the game is much more straight forward now.

(r4z0r and chuck both got through to me too btw)

Subject: Re: Fixing... Points?
Posted by Spoony on Wed, 10 Sep 2008 07:54:15 GMT
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s0meSkunk wrote on Wed, 10 September 2008 02:44What do you want me to say to this???
Cause we both know if I could have remade the ladder, I would have done so.
I wouldn't have changed anything either, because I loved the ladder.
There's nothing I can say to this question that would be the "right answer" because I can't make a ladder, maybe just because I don't know the right people, don't have enough resources, or just didn't know where to start.
I could make the same excuses myself, only I haven't. There's words and then there's action...

s0meSkunk wrote on Wed, 10 September 2008 02:44I never treated anyone like shit. That hurts my feelings you think I would do that.
I would PM and explain to people why they should not buy a stank, or repair a building or whatever, and explain how it came to be, and what they can do in alternative.
I would actually talk to them; never getting through, and then it would all boil down to them being yelled at with words similar to "Please stop repairing the WF already! You're losing the game for us."
sure you do, chief.

s0meSkunk wrote on Wed, 10 September 2008 02:44I always got along with you too, and you never used to talk to me like this.
But I suppose times have changed, and people have too.
you're confusing me here... remind me who you are, please? other names I'd know you by?

s0meSkunk wrote on Wed, 10 September 2008 02:44It was a nice circle to me.
You guys tell me the circle doesn't work for you.
indeed. getting points by shooting stuff you don't damage is absolutely ridiculous, misbalances the game, and was never supposed to happen in the first place.

Subject: Re: Fixing... Points?

Posted by **s0meSkunk** on Wed, 10 Sep 2008 10:02:46 GMT
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You should know me by this name

It's all good though. I haven't been very communally active in the past few years.

Don't tell me any "sure you do" either, I pride myself on my social skills.
Even though they don't usually do so well on internet forums. : (

Subject: Re: Fixing... Points?
Posted by **sadukar09** on Wed, 10 Sep 2008 10:42:37 GMT
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Using ad hominem doesn't help you.

Subject: Re: Fixing... Points?
Posted by **s0meSkunk** on Wed, 10 Sep 2008 11:32:42 GMT
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Scared to chill.

Subject: Re: Fixing... Points?
Posted by **XCorupt69** on Thu, 11 Sep 2008 00:10:10 GMT
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sadukar09 wrote on Wed, 10 September 2008 06:42Using ad hominem doesn't help you.

it getting old and annoying having you say that every second topic...

Subject: Re: Fixing... Points?
Posted by **Starbuzzz** on Thu, 11 Sep 2008 00:44:13 GMT
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Spoony just destroyed smelly s0meSkunk.

Subject: Re: Fixing... Points?
Posted by **liquidv2** on Thu, 11 Sep 2008 01:51:11 GMT
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Quote:Please explain why you should win because GDI gets so much points off Stealth Tanks

and Flame Tanks with Ramjet for doing 5 damage, while Mobius and PIC Sydneys get less for doing actual damage? Oh yes, please explain why you should win if Nod kills all your base but your Barracks? Have you tried to rush GDI Barracks with Stealth Tanks or Flames? Of course you fail, thanks to the PICs and Volts, and then you lose 250-500 points to Ramjetters, hmm?
you shouldn't win; that's not even the point
it's just an incentive to keep the team that's getting its ass kicked to play and hold on
after a game where some team with one building left that got owned royally had more points i'd think Heh, that actually doesn't make any sense
but you know what? it didn't bother me, i never lost sleep over it, and in fact i think that made the game more fun at times

it's like NFL Blitz on the n64, you can literally beat the shit out of the other team's players because it allows late hits and all kinds of cheap shots that aren't allowed in Madden or most other football games
some guy will score a touchdown and while he's doing a victory dance you can knock him him to the ground and drop an elbow on his face; it makes the guy who just gave up a touchdown not feel as bad about it while the guy who scored the touchdown doesn't care since he just scored a touchdown

that's how in my mind there is a connection; the team that did not deserve to win won anyways, and the only people i can think of that would get legitimately upset about it are the ones who take renegade too seriously and turn the game into a competition and think ladder actually means something
like i said i've never lost sleep over it but the way some people talk about it makes me wonder about them

Quote:-They can actually do damage to other people, vehicles and structures. Ramjets however, get a substantial amount of points for doing next to no damage. A vehicle might get 25-30 points for taking out 2/3s of 1 block of health to a structure were as a Ramjet gets 22 points for shooting a stealth tank doing 4-5 damage to its armor.
the #1 problem with the original points system with most pointmod people is snipers getting points for not doing shit
i liked the overall points exchange between vehicles and infantry, but snipers really did unbalance games beyond belief at times

then again a light tank hitting a mammy in green health got more points than it did for hitting a building which does seem odd
but if anything a building really won't fire back whereas a mammy has two massive cannons and some rape missiles if you get close, plus it moves unlike any building

if the ladder extremists don't want original point servers on the ladder that's fine with me; they get their revenge on the evil bug exploiters and the evil bug exploiters get to play renegade and not give a shit about it
it's just a game, and the stupid nonsensical system is fun
unless, you know, renegade is more than just a game to you

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Thu, 11 Sep 2008 02:33:37 GMT
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I don't mind if a light tank gets more points off a Mammoth than a structure because the bottom line is that they are actually hurting the team.

I don't see points as a reward for hitting a certain priority target, I see points as a reward for effort.

Subject: Re: Fixing... Points?
Posted by XCorupt69 on Thu, 11 Sep 2008 16:15:54 GMT
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sadukar09 wrote on Tue, 09 September 2008 18:35Not to mention Spoony already PMed a former Westwood employee, who also thinks it's a bug.

Nice lie, that was only that "LordMot" guy, who like crimson was choosen at random to just try the game. The fact he had no idea, nor even noticed it AND WAS AN OFFICIAL WESTWOOD beta tester for this game PROOVES:

a)westwood didn't notice it, therefore was not fixed because it was not significant.

b)when finally released it and the many hours of beta testing (crimson I guess can atest to this?), the gameplay was deemed fair.

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Thu, 11 Sep 2008 16:18:46 GMT
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I guess blue hell shouldn't be fixed either cuz Westwood didn't notice it

---

Subject: Re: Fixing... Points?
Posted by XCorupt69 on Thu, 11 Sep 2008 16:21:29 GMT
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Cabal8616 wrote on Thu, 11 September 2008 12:18I guess blue hell shouldn't be fixed either cuz Westwood didn't notice it

too bad that didn't come after with jonwil's custom scripts which screwed with gfx stuff causing it, please don't talk if you don't know.

Subject: Re: Fixing... Points?
Posted by Goztow on Thu, 11 Sep 2008 17:11:04 GMT
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XCorupt69 wrote on Thu, 11 September 2008 18:15sadukar09 wrote on Tue, 09 September 2008 18:35Not to mention Spoony already PMed a former Westwood employee, who also thinks it's a bug.

Nice lie, that was only that "LordMot" guy, who like crimson was choosen at random to just try the game. The fact he had no idea, nor even noticed it AND WAS AN OFFICIAL WESTWOOD beta tester for this game PROOVES:

a)westwood didn't notice it, therefore was not fixed because it was not significant.

b)when finally released it and the many hours of beta testing (crimson I guess can atest to this?), the gameplay was deemed fair.

"lordmot"Anyone remember me? I worked on Renegade and SS at Westwood...

I was the online lead for Renegade, and prior to that Sole Survivor.
Right...

And AFAIK bluehell also happens without jonwil's scripts...

Why not replace an obvious bug by something else on servers that want to keep the kind of games you describe "intresting / motivating". If a refinery dies, then keep the 2 creds per second and just have the harvester drop fall away. Or make it 1 credit per second. Isn't it a bit ridiculous that a server owner would need to rely on an obvious bug to do something he could do so much better himself?

Subject: Re: Fixing... Points?
Posted by sadukar09 on Thu, 11 Sep 2008 19:17:40 GMT
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XCorupt69 wrote on Thu, 11 September 2008 11:15sadukar09 wrote on Tue, 09 September 2008 18:35Not to mention Spoony already PMed a former Westwood employee, who also thinks it's a bug.

Nice lie, that was only that "LordMot" guy, who like crimson was choosen at random to just try the game. The fact he had no idea, nor even noticed it AND WAS AN OFFICIAL WESTWOOD beta tester for this game PROOVES:

a)westwood didn't notice it, therefore was not fixed because it was not significant.

b)when finally released it and the many hours of beta testing (crimson I guess can atest to this?), the gameplay was deemed fair.

Ok, let's fix blue hell for everyone else but you, and make it happen more often too! Westwood intended blue hell amirite?

Subject: Re: Fixing... Points?
Posted by Crimson on Thu, 11 Sep 2008 20:39:37 GMT
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Agreed. LordMot was a Westwood employee, not a beta tester. As a beta tester, I can attest to the fact that none of us noticed the bug in time for it to be fixed. That could have a lot to do with the fact that most of the beta testers were involved in playing the game, not trying ridiculous things like sniping the harvester.

Subject: Re: Fixing... Points?
Posted by Homey on Thu, 11 Sep 2008 21:34:48 GMT
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As long as I can remember people shot the harv at the start of the game.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Thu, 11 Sep 2008 21:56:43 GMT
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XCorupt69 wrote on Thu, 11 September 2008 12:21too bad that didn't come after with jonwil's custom scripts which screwed with gfx stuff causing it, please don't talk if you don't know.
...Are you implying that the blue hell bug is a graphical glitch caused because of the scripts?

There are so many things wrong with that..

First of all... Blue Hell IS NOT a graphical bug. It is a physics bug that happens when a vehicle dashes off the map at immeasurable speeds, bypassing all physical collisions and flying into oblivion.

Second of all, scripts don't mess with graphics. Think of a script in a game like a script in a play. They are simply bits of logic that dictate what happens in game. Shaders are what adjusts the graphics and those are a totally separate project. Just because they were released at the same time doesn't mean they are the same thing. And not to mention they are a relatively recent addition to Renegade, where Blue hell has been here since the beginning.

...
XCorupt69 wrote on Thu, 11 September 2008 12:21please don't talk if you don't know.

Homey wrote on Thu, 11 September 2008 17:34As long as I can remember people shot the harv at the start of the game.

This is true, however not with Ramjet rifles.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Fri, 12 Sep 2008 00:59:26 GMT
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well most players don't have ramjet rifles at the beginning of the game
but spoony always does, he's really good at renegade!

Subject: Re: Fixing... Points?
Posted by XCorupt69 on Sat, 13 Sep 2008 00:47:25 GMT
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Razor, thanks for clearing up the fact that you don't even know what it is. The thing were you collide/get stuck and end up spinning in outerspace is something completely different, im talking about BLUE HELL, were the screen just turns blue, you can still move using the keyboard, and if you look like 180 degree's in the opposite direction (or other random spots away from your looking to get it), it goes back to normal), sometimes you can also fix it by hitting esc, then exit it just to clear the screen.

@goztow, its happened since CP1, but wayyyy more commonly with CP2 (custom scripts 2.x), and ESPECIALLY with that ren3d stuff which IS now integrated into scripts 3.0+, but before then it was an addon released approx same time as 2.9.2.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Sat, 13 Sep 2008 00:53:31 GMT
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XCorupt69 wrote on Fri, 12 September 2008 19:47Razor, thanks for clearing up the fact that you don't even know what it is. The thing were you collide/get stuck and end up spinning in outerspace is something completely different, im talking about BLUE HELL, were the screen just turns blue, you can still move using the keyboard, and if you look like 180 degree's in the opposite direction (or other random spots away from your looking to get it), it goes back to normal), sometimes you can also fix it by hitting esc, then exit it just to clear the screen.

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...Are you fucking stupid? You argue with more bullshit than that s0meskunk guy, except more retardedly, at least he tries, you just pull shit out of your ass.

Subject: Re: Fixing... Points?

Posted by [R315r4z0r](#) on Sat, 13 Sep 2008 01:35:07 GMT
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XCorupt69 wrote on Fri, 12 September 2008 20:47Razor, thanks for clearing up the fact that you don't even know what it is. The thing were you collide/get stuck and end up spinning in outerspace is something completely different, im talking about BLUE HELL, were the screen just turns blue, you can still move using the keyboard, and if you look like 180 degree's in the opposite direction (or other random spots away from your looking to get it), it goes back to normal), sometimes you can also fix it by hitting esc, then exit it just to clear the screen
No, that's called a VIS error and that is caused by fault of the mapper who made the map, not some scripts or shaders. Blue hell is when you fly off the map in a vehicle spinning uncontrollably in a blue abyss.

It has happened since the game was released and when ever people make a map with an incomplete VIS system. It has nothing to do with scripts and/or shaders nor does it have anything to do with the core patches.

Don't argue with me on this, you are just making yourself look bad by arguing things that are completely wrong.

Subject: Re: Fixing... Points?
Posted by [saberhawk](#) on Sat, 13 Sep 2008 02:12:58 GMT
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XCorupt69 wrote on Fri, 12 September 2008 19:47Razor, thanks for clearing up the fact that you don't even know what it is. The thing were you collide/get stuck and end up spinning in outerspace is something completely different, im talking about BLUE HELL, were the screen just turns blue, you can still move using the keyboard, and if you look like 180 degree's in the opposite direction (or other random spots away from your looking to get it), it goes back to normal), sometimes you can also fix it by hitting esc, then exit it just to clear the screen.

@goztow, its happened since CP1, but wayyyy more commonly with CP2 (custom scripts 2.x), and ESPECIALLY with that ren3d stuff which IS now integrated into scripts 3.0+, but before then it was an addon released approx same time as 2.9.2.

Just because two things are named the same for technical reasons doesn't mean they are the same thing.

rend3d9 was a totally different project written by a totally different programmer, Scorpio9a. It's purpose was to provide a complete Direct3D8 implementation that used Direct3D9 under the hood.

The d3d8.dll which scripts.dll uses was written by jonwil and myself; It has the sole purpose of handling the Direct3D8 calls Renegade makes until shaders.dll has a chance to take over. It was only called d3d8.dll for technical reasons...

Subject: Re: Fixing... Points?
Posted by liquidv2 on Sat, 13 Sep 2008 05:48:58 GMT

Quote:No, that's called a VIS error and that is caused by fault of the mapper who made the map, not some scripts or shaders. Blue hell is when you fly off the map in a vehicle spinning uncontrollably in a blue abyss.
i know what he's talking about, and in the years i've played this game it didn't happen once until i got this computer and the newest scripts with the blooming and other stuff (i played on two or three other computers and it didn't happen a single time), so you're sure there's no way it's something the scripts caused?

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Sat, 13 Sep 2008 07:28:25 GMT

I've been mapping for Renegade for nearly 5 years. VIS is a system that takes polygons that are unseen by the player (for example the interior of a structure when you are outside of it) and hides them to increase the performance of the game.

However, since the game automatically generates the VIS data, it doesn't always get all the camera angles set up 100% correctly. Sometimes the game will think there is something that isn't seen and should be hidden even though it is right in plain sight. This is what I was calling a VIS error. When things on the map disappear because the game thinks you are in a spot that you shouldn't be able to see them. However, these errors can be easily fixed if the mapper takes a VIS sample in Level Editor of the target camera angle, which it then recomputes it into showing what should be shown from that angle. The problem with this is that there are hundreds of these errors when VIS is first set up, and to a mapper who isn't that attentive, these sorts of errors will unfortunately make it to the final version of the map.

That is why if you somehow get an orca onto a non-flying map like Under or Field, you will see a bunch of things on the map disappear at certain angles. Because VIS wasn't set up from any angles that can't be reached by ground vehicles. The fact if they are blue errors really depends on the time of day the map takes place in. The same goes for blue hell, as it isn't always blue but rather representative of the time of day in the map.

So this error is a mapper error, not a scripts flaw. Scripts have absolutely nothing to do with any visuals in Renegade in any way, shape, or form.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Sat, 13 Sep 2008 08:10:43 GMT

just seems a little strange to me that it didn't happen once in over two years but managed to happen several times in the few weeks i played on this computer

---

if you're sure then i'll take your word for it, just an odd coincidence

---

Subject: Re: Fixing... Points?
Posted by sadukar09 on Sat, 13 Sep 2008 08:44:03 GMT
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liquidv2 wrote on Sat, 13 September 2008 03:10just seems a little strange to me that it didn't happen once in over two years but managed to happen several times in the few weeks i played on this computer

if you're sure then i'll take your word for it, just an odd coincidence
Could be a lot of fault fan maps on your computer.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Sun, 14 Sep 2008 07:15:45 GMT
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yah
that or it happened on mesa and canyon

good thinking though

Subject: Re: Fixing... Points?
Posted by CarrierII on Sun, 14 Sep 2008 07:51:15 GMT
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I can get this (VIS errors) to occur on Mesa, Canyon, Glacier. It's all to do with standing at odd angles. Oh, Complex...

It's not a scripts bug.

Subject: Re: Fixing... Points?
Posted by CarrierII on Sun, 14 Sep 2008 19:56:45 GMT
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It occurs on Canyon, Mesa, Complex, Glacier, Field (if you try hard) City...

It's a VIS issue.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Mon, 15 Sep 2008 04:21:23 GMT
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glacier is a glitch in and of itself so we'll skip that one

VIS issue means what? the computer it's occuring on is better than the ones i've played on previously so it should be better at handling graphics and stuff

i'm dumb explain

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Mon, 15 Sep 2008 13:40:44 GMT
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VIS is what Renegade uses to, in a sense, "un-render" something. It's a tool used by mappers to make sure that things you can't see, aren't rendered, and therefore will take up less memory, making stuff run faster.

For example, if you're behind point A, and point B is behind point A (In front of you), but point A blocks you from seeing it, point B will not be rendered via VIS.

Sometimes though, it's not perfect, and the detection of what people see can cause them to still not render something, even if they DO see it.

Subject: Re: Fixing... Points?
Posted by CarrierII on Mon, 15 Sep 2008 16:03:24 GMT
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Basically, the idea is to prevent the game having to draw things you can't see. If we assume that the green block is not VISible to the camera, then the idea is to only draw the red block (as in the right side of the image) saving time.

VIS errors occur when it DOESN'T draw things you CAN see - resulting in a sort of nothingness that looks ugly.

File Attachments
1) VisExplanation.jpg, downloaded 952 times

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it makes sense when you explain it, thanks guys

Also, one more thing, VIS uses the rendering of the map from the game itself, it does not matter what kind of hardware you are running. VIS errors you get on a map on 1 computer will come up on other computers as well.

But in order to find these errors you must be in specific spots facing the camera in a specific directions. So it is really more up to chance than anything.

R315r4z0r wrote on Tue, 16 September 2008 21:56Also, one more thing, VIS uses the rendering of the map from the game itself, it does not matter what kind of hardware you are running. VIS errors you get on a map on 1 computer will come up on other computers as well.

But in order to find these errors you must be in specific spots facing the camera in a specific directions. So it is really more up to chance than anything.

It uses a special software renderer in LevelEdit (which is why it takes so long to complete)

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Wed, 17 Sep 2008 02:11:32 GMT
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I mean the end result of a finished VIS wont differ from computer to computer.

Subject: Re: Fixing... Points?
Posted by XCorupt69 on Wed, 17 Sep 2008 22:40:17 GMT
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Its happens on every map, ive SEEN the part of the scripts that causes the issues, and it IS graphics related (DX8/9 specifically). The collision phyics shit your talking about is not what I was reffering to, but instead blue hell, where suddenly your entire screen just goes blue and you can't see anything but still hear sounds and it seems like you can move (but all you see is blue, not even your vech thats why everyone calls that blue hell). And you will NOT get if you use the 1.037 patch scripts, try it and see. The fact some r4z0r nerd or whatever does some moding, unless he makes scripts3.dll its clear he has no idea about these gfx issues with renegade.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Wed, 17 Sep 2008 23:02:38 GMT
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XCorupt69 wrote on Wed, 17 September 2008 17:40Its happens on every map, ive SEEN the part of the scripts that causes the issues, and it IS graphics related (DX8/9 specifically). The collision phyics shit your talking about is not what I was reffering to, but instead blue hell, where suddenly your entire screen just goes blue and you can't see anything but still hear sounds and it seems like you can move (but all you see is blue, not even your vech thats why everyone calls that blue hell). And you will NOT get if you use the 1.037 patch scripts, try it and see. The fact some r4z0r nerd or whatever does some moding, unless he makes scripts3.dll its clear he has no idea about these gfx issues with renegade.
You are fucking stupid, did you make a map? No. Him? Yes.

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Wed, 17 Sep 2008 23:58:28 GMT
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XCorupt69 wrote on Wed, 17 September 2008 17:40Its happens on every map, ive SEEN the part of the scripts that causes the issues, and it IS graphics related (DX8/9 specifically). The collision phyics shit your talking about is not what I was reffering to, but instead blue hell, where suddenly your entire screen just goes blue and you can't see anything but still hear sounds and it seems like you can move (but all you see is blue, not even your vech thats why everyone calls that blue hell). And you will NOT get if you use the 1.037 patch scripts, try it and see. The fact some r4z0r nerd or whatever does some moding, unless he makes scripts3.dll its clear he has no idea about these gfx issues with renegade.
Shut up and get out. Now.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Thu, 18 Sep 2008 04:53:03 GMT
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XCorupt69 wrote on Wed, 17 September 2008 18:40Its happens on every map, ive SEEN the part of the scripts that causes the issues, and it IS graphics related (DX8/9 specifically). The collision phyics shit your talking about is not what I was reffering to, but instead blue hell, where suddenly your entire screen just goes blue and you can't see anything but still hear sounds and it seems like you can move (but all you see is blue, not even your vech thats why everyone calls that blue hell). And you will NOT get if you use the 1.037 patch scripts, try it and see. The fact some r4z0r nerd or whatever does some moding, unless he makes scripts3.dll its clear he has no idea about these gfx issues with renegade.
Did you read any of the last 10 posts?!

Blue hell: physics glitch
VIS error: rendering glitch.
VIS error1
VIS error2

You aren't talking about blue hell, you are talking about VIS, and VIS has nothing to do with Scripts. And for the record, neither does blue hell!

*also, I don't mod, I map.

Subject: Re: Fixing... Points?
Posted by havoc9826 on Thu, 18 Sep 2008 05:40:08 GMT
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I think I figured out what XCorupt69 is talking about, and why he's confused about the common consensus definition of blue hell. I believe he's referring to what happens when you sometimes get into a vehicle (not colliding with another, just entering one), and instead of warping to a random place on the map, your FPS goes to ~1, other players still see you in your vehicle where you entered it, and you can still hear what's going on but can't do anything about it except exit the server (if possible) or force-quit Renegade. I never took a video/screenshot of it happening to me,

and I don't remember taking any of it happening to anyone else. It's not the same as warping to blue hell, but it sure was annoying for me and a couple other people I've seen this happen to. I'd link to my videos of the true blue hell, but the Black-Cell FTP isn't working properly right now. I'll attach just one instead. FYI, the harv's stuck in the ground like that because that what Black-Cell's Team Commander !blockharv command used to do to the harv until !unblockharv was typed.

File Attachments
1) blue hell apc 1.wmv, downloaded 190 times

Subject: Re: Fixing... Points?
Posted by saberhawk on Thu, 18 Sep 2008 06:06:28 GMT
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havoc9826 wrote on Thu, 18 September 2008 00:40I think I figured out what XCorupt69 is talking about, and why he's confused about the common consensus definition of blue hell. I believe he's referring to what happens when you sometimes get into a vehicle (not colliding with another, just entering one), and instead of warping to a random place on the map, your FPS goes to ~1, other players still see you in your vehicle where you entered it, and you can still hear what's going on but can't do anything about it except exit the server (if possible) or force-quit Renegade. I never took a video/screenshot of it happening to me, and I don't remember taking any of it happening to anyone else. It's not the same as warping to blue hell, but it sure was annoying for me and a couple other people I've seen this happen to. I'd link to my videos of the true blue hell, but the Black-Cell FTP isn't working properly right now. I'll attach just one instead. FYI, the harv's stuck in the ground like that because that what Black-Cell's Team Commander !blockharv command used to do to the harv until !unblockharv was typed.

That version of blue-hell is also not graphics related, it's caused by lag.

Subject: Re: Fixing... Points?
Posted by StealthEye on Thu, 18 Sep 2008 13:44:20 GMT
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It happens due to two messages being received in reverse order and has been fixed in TT.

Subject: Re: Fixing... Points?
Posted by Jerad2142 on Thu, 18 Sep 2008 19:39:00 GMT
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Saberhawk wrote on Thu, 18 September 2008 00:06havoc9826 wrote on Thu, 18 September 2008 00:40I think I figured out what XCorupt69 is talking about, and why he's confused about the common consensus definition of blue hell. I believe he's referring to what happens when you sometimes get into a vehicle (not colliding with another, just entering one), and instead of warping to a random place on the map, your FPS goes to ~1, other players still see you in your vehicle

where you entered it, and you can still hear what's going on but can't do anything about it except exit the server (if possible) or force-quit Renegade. I never took a video/screenshot of it happening to me, and I don't remember taking any of it happening to anyone else. It's not the same as warping to blue hell, but it sure was annoying for me and a couple other people I've seen this happen to. I'd link to my videos of the true blue hell, but the Black-Cell FTP isn't working properly right now. I'll attach just one instead. FYI, the harv's stuck in the ground like that because that what Black-Cell's Team Commander !blockharv command used to do to the harv until !unblockharv was typed.

That version of blue-hell is also not graphics related, it's caused by lag.
What about host side blue-hell, do you guys have a fix for that?

Subject: Re: Fixing... Points?
Posted by StealthEye on Thu, 18 Sep 2008 21:55:08 GMT
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The same fix as there is on the client, just applied on the server? Or am I misunderstanding what you mean?

Subject: Re: Fixing... Points?
Posted by Jerad2142 on Thu, 18 Sep 2008 23:56:43 GMT
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StealthEye wrote on Thu, 18 September 2008 15:55The same fix as there is on the client, just applied on the server? Or am I misunderstanding what you mean?
Well, it can't be the same cause as between client and server, because thats lag causing worldboxes to over lap client side I do believe, but the host doesn't have any lag to actually deal with, so it might be a slightly different case, I can't know for sure though, I haven't put much time into investigating either.

Subject: Re: Fixing... Points?
Posted by StealthEye on Fri, 19 Sep 2008 08:27:07 GMT
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Blue hell is not caused by overlapping world boxes. It's caused by a collision between two world boxes that touch exactly but do not overlap. Usually, a collision is calculated when two boxes overlap, and then the boxes are pushed away from each other to "fix" the object state. To do this the code used some logic to find out what direction to push the boxes in. If they match exactly however, that code does not set the direction to -1 or 1, which leaves it at the original (uninitialized) value. This turns out to be something like >1E8, causing the object to be "pushed" way off the map, into nowhere. If lucky it pushes you down causing you to be below the min level boundary and you get killed and respawn. If unlucky it pushes you high up in the sky and you'll keep falling for ages. This is what looks like blue hell.

I'm still not exactly sure about what you mean though. Could you give me an example of when it happens? Unless you realized the answer based on the stuff above ofcourse.

Subject: Re: Fixing... Points?
Posted by **Jerad2142** on Fri, 19 Sep 2008 13:38:59 GMT
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It is possible that the answer is related to the above, although I have seen the same thing happen when an object gets created right next to, or in the same spot of another object (didn't put me in blue hell but it put me over a couple hundred feet). I'll up load a movie of some really easily achieved blue hell in a bit.

Subject: Re: Fixing... Points?
Posted by **Speedy059** on Sat, 27 Sep 2008 18:18:54 GMT
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How about let them make the Anti-Cheat stuff first. Then in 10 years suggest the game fixes, IF the Anti-Cheat portion is completed first. I think all of you are just making a huge wish-list of things that wont be touched in years to come...

Subject: Re: Fixing... Points?
Posted by **R315r4z0r** on Sat, 27 Sep 2008 19:03:40 GMT
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Err this is already fixed... and has been fixed for a few years. The point of this thread is asking if they should make the fix mandatory for all servers.

Subject: Re: Fixing... Points?
Posted by **Ethenal** on Sat, 27 Sep 2008 19:28:46 GMT
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R315r4z0r wrote on Sat, 27 September 2008 14:03Err this is already fixed... and has been fixed for a few years. The point of this thread is asking if they should make the fix mandatory for all servers.
A few years? Maybe one.

Subject: Re: Fixing... Points?
Posted by **liquidv2** on Sat, 27 Sep 2008 22:04:48 GMT
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the point of this topic was to point out a lot of people don't feel that it was fixed when the pointmod was put in place
it ruined the balance that had been there for years, and in their minds it didn't fix anything at all

the result was that people now have a choice where they want to play and in what kind of server, original renegade or modified points renegade

the mod was put on where i play mid july 2007, so about a year and a month or two

---

Subject: Re: Fixing... Points?
Posted by trunkskgb on Sat, 27 Sep 2008 23:24:31 GMT
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The Point system is fine. Fix the bugs like blue hell and and stuff like that.

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Sat, 27 Sep 2008 23:28:10 GMT
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trunkskgb wrote on Sat, 27 September 2008 19:24The Point system is fine. Fix the bugs like blue hell and and stuff like that.
hey guys let's shoot at tanks all day long with our ramjet rifles for points while they steamroll into our base lololol

that'll win us this game

Subject: Re: Fixing... Points?
Posted by sadukar09 on Sun, 28 Sep 2008 12:07:19 GMT
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trunkskgb wrote on Sat, 27 September 2008 18:24The Point system is fine. Fix the bugs like blue hell and and stuff like that.
cuz doing 5 damage to a tank and getting zomg liek 22 points is fair OMGROFLMFAOBBQ.

Subject: Re: Fixing... Points?
Posted by nope.avi on Sun, 28 Sep 2008 13:47:59 GMT
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lol and you guys call the anti-pointsfix people immature?

Subject: Re: Fixing... Points?
Posted by sadukar09 on Sun, 28 Sep 2008 14:12:26 GMT
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Baker wrote on Sun, 28 September 2008 08:47lol and you guys call the anti-pointsfix people immature?
Tired of retards stating the "OMG THER R NOT A BUG!!!" over and over again.

Subject: Re: Fixing... Points?
Posted by nope.avi on Sun, 28 Sep 2008 14:33:05 GMT
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When has someone said that? I've never read someone on these forums flatout deny that it's a bug. The only thing I've seen are people suggesting that it might in fact not be a bug, seeing as to how this former Westwood employee agreed that it in fact looked like a bug (like anyone else would), that doesn't make it fact.

Subject: Re: Fixing... Points?
Posted by sadukar09 on Sun, 28 Sep 2008 15:40:05 GMT
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Baker wrote on Sun, 28 September 2008 09:33When has someone said that? I've never read someone on these forums flatout deny that it's a bug. The only thing I've seen are people suggesting that it might in fact not be a bug, seeing as to how this former Westwood employee agreed that it in fact looked like a bug (like anyone else would), that doesn't make it fact.
Ok, please explain why you should get massive points for doing no damage.

Subject: Re: Fixing... Points?
Posted by [NE]Fobby[GEN] on Sun, 28 Sep 2008 15:40:45 GMT
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Cabal8616 wrote on Sat, 27 September 2008 19:28trunkskgb wrote on Sat, 27 September 2008 19:24The Point system is fine. Fix the bugs like blue hell and and stuff like that.
hey guys let's shoot at tanks all day long with our ramjet rifles for points while they steamroll into our base lololol

that'll win us this game

Points fix or not, a team of Ramjets will never win against a team of tanks.

Subject: Re: Fixing... Points?
Posted by DutchNeon on Sun, 28 Sep 2008 15:41:03 GMT

The thing, where you suddenly (not any vehicle collision, or infantry) 'fall' through the ground, ending in blue hell ('Fall', because you don't actually fall, but it seems to happen on your screen) + causing a MAJOR fps drop, ending in 1 fps (and for me, locked screens , where as i had to reset with XP, but Crtl + Alt + del with vista worked though) and crashing the game / frozen screen.

Visual error right? ^ VisError2?

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Sun, 28 Sep 2008 17:08:28 GMT

No, that's BlueHell, but not what he is talking about. Because he said if you look a certain way, you view returns to normal, which dictates a VIS error.

Subject: Re: Fixing... Points?
Posted by nope.avi on Mon, 29 Sep 2008 01:27:33 GMT

sadukar09 wrote on Sun, 28 September 2008 11:40Baker wrote on Sun, 28 September 2008 09:33When has someone said that? I've never read someone on these forums flatout deny that it's a bug. The only thing I've seen are people suggesting that it might in fact not be a bug, seeing as to how this former Westwood employee agreed that it in fact looked like a bug (like anyone else would), that doesn't make it fact.
Ok, please explain why you should get massive points for doing no damage.
lol, Again with the automatic assumption that I don't think it's a bug . Pretty funny because you completely proved my point right in that sentence.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Mon, 29 Sep 2008 02:43:45 GMT

Baker wrote on Sun, 28 September 2008 10:33When has someone said that? I've never read someone on these forums flatout deny that it's a bug.

s0meSkunk wrote on Tue, 09 September 2008 17:02
But you can't prove that Westwood didn't just make it that way on purpose, for whatever reason.

Subject: Re: Fixing... Points?

Posted by Goztow on Mon, 29 Sep 2008 06:27:21 GMT
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You cannot prove God doesn't exist so he exists. You cannot prove God does exist, so he doesn't exist. Way to argument!

There's no (more) way to verify it, so we'll just use this element to block any discussion?

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Mon, 29 Sep 2008 08:16:29 GMT
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[Enter ad hominem directed at goztow here]
[Enter short sentence regarding why I'm right that has been said more than 3 times already]

Subject: Re: Fixing... Points?
Posted by nope.avi on Mon, 29 Sep 2008 16:22:57 GMT
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R315r4z0r wrote on Sun, 28 September 2008 22:43Baker wrote on Sun, 28 September 2008 10:33When has someone said that? I've never read someone on these forums flatout deny that it's a bug.

s0meSkunk wrote on Tue, 09 September 2008 17:02
But you can't prove that Westwood didn't just make it that way on purpose, for whatever reason.

He's not flatout denying it though, he's just questioning whether it's really a bug or not, there's no one person who's said that it wasn't a bug.

Subject: Re: Fixing... Points?
Posted by StealthEye on Mon, 29 Sep 2008 17:21:07 GMT
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What's your point? Nothing ever is 100% certain. Even mathematical proof isn't 100% certain because hey, perhaps there is some mistake somewhere in the proof that noone ever noticed! So again, what's your point pointing that out? If noone claims it is not a bug, what's wrong with assuming it is indeed a bug?

Subject: Re: Fixing... Points?
Posted by liquidv2 on Tue, 30 Sep 2008 23:59:37 GMT
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based on what we know and common sense it is most likely an unintended bug
what i don't get is why some people decided it would be a great idea to change it even though most people have no problem with it, thus the "why fix something that is not broken" comments from numerous people

that's why they're making it a choice, and that's how it should be

---

Subject: Re: Fixing... Points?
Posted by cmatt42 on Wed, 01 Oct 2008 00:31:45 GMT
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liquidv2 wrote on Tue, 30 September 2008 18:59
what i don't get is why some people decided it would be a great idea to change it even though most people have no problem with it, thus the "why fix something that is not broken" comments from numerous people

Well, maybe because it is broken.

Subject: Re: Fixing... Points?
Posted by InternetThug on Wed, 01 Oct 2008 00:33:52 GMT
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westwood released monthly patches, if this was such an easy glitch, how come they never removed it?

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Wed, 01 Oct 2008 02:17:29 GMT
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Because they can't remove what they don't know exists?

Do you think companies purposely make bugs and hide them in the game play for the players to find?! It was only recently that people started to notice that this problem existed... and Westwood died, what, 8 years ago?

Subject: Re: Fixing... Points?
Posted by InternetThug on Wed, 01 Oct 2008 02:41:54 GMT
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R315r4z0r wrote on Tue, 30 September 2008 21:17Because they can't remove what they don't know exists?

Do you think companies purposely make bugs and hide them in the game play for the players to find?! It was only recently that people started to notice that this problem existed... and Westwood died, what, 8 years ago?

no, ..you obviously don't understand, renegade was around for like a year before westwood died, they updated it all the time...i don't think it would take them over a year to realize that shooting stuff gives you more points than you should get and fix it in one of their monthly patches..

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Wed, 01 Oct 2008 03:48:27 GMT
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... well it did.... or else it would have been fixed... or acknowledged at least. I mean even when they contacted an old WW employee and asked if it was a bug, he said that it looked like a bug. Why would he say it "looks" like a bug if they knew it existed in the first place? If they knew it existed, he would of said "yes it is a bug" or "no it is not a bug."

Subject: Re: Fixing... Points?
Posted by Goztow on Wed, 01 Oct 2008 06:58:37 GMT
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NSStRyKeR wrote on Wed, 01 October 2008 02:33westwood released monthly patches, if this was such an easy glitch, how come they never removed it?
Maybe you should ask them and not us?

Subject: Re: Fixing... Points?
Posted by Spoony on Wed, 01 Oct 2008 21:01:37 GMT
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Baker wrote on Sun, 28 September 2008 08:47lol and you guys call the anti-pointsfix people immature?
if you think sadukar's use of the word LOLWTFBBQ at the end of a completely legitimate statement puts the "pro-pointsfix" crowd on the same level to which the anti-pointsfix crowd has repeatedly sunk, I really don't know what to say to you. is he spending months and months doing nothing but character assassination? is he outright lying to his community to influence opinion? is he categorically ignoring what the person he's arguing with is saying? is he making up fake straw-man quotes? is he campaigning for individual community pointsfix/pointsbug choice and then saying someone else's community isn't allowed to choose pointsfix?

until the "pro-pointsfix" crowd does all of the above, don't compare them to the immaturity the anti-pointsfix crowd has displayed from the very beginning of this subject.

Fobby wrotePoints fix or not, a team of Ramjets will never win against a team of tanks.
no, an entire team of ramjets is doomed, but a couple of ramjets getting points for NO REASON

---

while the rest of the team actually does something useful = perfectly capable of winning the game... FOR NO REASON

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Wed, 01 Oct 2008 23:52:23 GMT
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Spoony wrote on Wed, 01 October 2008 17:01
Fobby wrotePoints fix or not, a team of Ramjets will never win against a team of tanks.
no, an entire team of ramjets is doomed, but a couple of ramjets getting points for NO REASON while the rest of the team actually does something useful = perfectly capable of winning the game... FOR NO REASON
Actually, not even. The tanks don't have to be doing anything useful. They can just sit inside the base the entire game and only help when the base gets rushed. The rest of the time, ramjets can just nab points. That is enough for them to win the game.

Subject: Re: Fixing... Points?
Posted by Crimson on Thu, 02 Oct 2008 12:21:48 GMT
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The following charts prove with 99.9999% certainty that the points bug is most definitely a bug. This is at least the third time I have posted this.

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

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
Hummvee: 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.

Subject: Re: Fixing... Points?
Posted by jnz on Thu, 02 Oct 2008 13:00:45 GMT
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I don't see why so many care so much, this can be unfixed so easily that it's pretty much the server owner's choice to have it on or not. I don't see any 10 page threads about a specific server's rules in this forum. Maybe we should start bashing Hex of N00bless because of the "no hillcamping rule". Many things (such as this) on servers alter gameplay much more than the points fix. It seems to me that the anti-points fix croud (and the people even arguing with them) are just trying to boost their e-penis. Both sides are just as bad as each other.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Thu, 02 Oct 2008 20:48:36 GMT
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They care because servers that want to be in the new ranking ladder, but don't want the points fix, have to suffer 1 of two ways (either being omitted from the ladder or forced to run the points fix). That's why people are getting all pissy over it.

Subject: Re: Fixing... Points?
Posted by jnz on Thu, 02 Oct 2008 22:16:42 GMT

Just run a 3rd party unfix.dll and it would be on the ladder tbh.

Subject: Re: Fixing... Points?
Posted by EvilWhiteDragon on Thu, 02 Oct 2008 22:21:13 GMT

RoShamBo wrote on Fri, 03 October 2008 00:16Just run a 3rd party unfix.dll and it would be on the ladder tbh.
Perhaps, if people would start doing that, we would need to secure TT against such things, which perhaps would directly make it impossible to run any mod besides TT?
So instead of doing all "pro" and starting about hacking it, don't try to spoil it.

Oh, and I dare to put money on servers with such hack would get banned of the ladder completely rather quickly.

In short I think you can say that it will eventually not help anyone if you made a hack to and enable ladder and enable the point unfix.

Edit:
You know what, shall I already give 0x90 a early test version, so he can make his hack compatible with TT aswel? I mean, it's not like it's doing much harm, just changes gameplay a little. Just like you like to change the gameplay regarding the ladder a little.

Subject: Re: Fixing... Points?
Posted by StealthEye on Thu, 02 Oct 2008 22:24:21 GMT

A hack like that is comparable to cheating imo.

The no poinst fix people already stated that they couldn't care less in their previous arguments, it was part of the compromise to allow a pointsunfix. You're now trying to say the compromise is where TT stands and that you want another compromise between the current one and your opinion, which is nonsense and not going to happen.

Subject: Re: Fixing... Points?
Posted by jnz on Fri, 03 Oct 2008 07:32:35 GMT

I never said I would be creating one, like I said, I don't care enough about it.

but because of the simplicity, I'm sure someone will do it.

Subject: Re: Fixing... Points?
Posted by EvilWhiteDragon on Fri, 03 Oct 2008 12:35:17 GMT
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RoShamBo wrote on Fri, 03 October 2008 09:32I never said I would be creating one, like I said, I don't care enough about it.

but because of the simplicity, I'm sure someone will do it.
Well, I wasn't saying that you would, al I was saying that if you would, it would have a lot of undesirable consequences.
Like banning servers off the ladder and if loads of servers would be using it perhaps make it impossible to edit the server. That's something noone wants, right?

So better not do it then.

Subject: Re: Fixing... Points?
Posted by jnz on Fri, 03 Oct 2008 13:21:18 GMT
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EvilWhiteDragon wrote on Fri, 03 October 2008 13:35RoShamBo wrote on Fri, 03 October 2008 09:32I never said I would be creating one, like I said, I don't care enough about it.

but because of the simplicity, I'm sure someone will do it.would be using it perhaps make it impossible to edit the server. That's something noone wants, right?

Don't go making silly threats like that, even you should know that if someone wants to edit their server they can and they will. Even if all of TT was an official update, closed source, obfuscated and did memory scans like RG. Don't forget, this is just because of something you guys are doing to the servers, not what they are doing to you.

Subject: Re: Fixing... Points?
Posted by Spoony on Fri, 03 Oct 2008 13:59:01 GMT
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I've lost count of the number of times I've pointed out the fact that if someone wants a laddered game under pointsbug settings, they are entirely welcome to make their own ladder and run it however they like. Nothing and nobody is stopping them.

What does it say about someone who, given that ^ option, would rather 'hack' their way into the TT ladder in contravention of what the ladder admins want?

Subject: Re: Fixing... Points?
Posted by jnz on Fri, 03 Oct 2008 14:52:36 GMT

It shouldn't dictate how the servers must be run to be on the ladder, instead, it should just use it's own system to tell how many points each players receive.
This way the players get the same points no matter on the server settings.

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Fri, 03 Oct 2008 18:22:05 GMT

You mean like, what counts ingame doesn't count for the ladder?

So for example, even a server with points un-fix, and someone has a shitton of points ingame from pointwhoring, the points that go to the ladder would be applied with post-fix logic?

Not a bad idea if doable.

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Fri, 03 Oct 2008 18:23:35 GMT

It would cause confusion, imo.

Subject: Re: Fixing... Points?
Posted by Spoony on Fri, 03 Oct 2008 18:25:04 GMT

Cabal8616 wrote on Fri, 03 October 2008 13:22You mean like, what counts ingame doesn't count for the ladder?

So for example, even a server with points un-fix, and someone has a shitton of points ingame from pointwhoring, the points that go to the ladder would be applied with post-fix logic?

Not a bad idea if doable.
uh yeah good idea, so when the wrong team wins thanks to the pointsbug, the right team gets the ladder even though nobody in-game even knows.

!facepalm

Subject: Re: Fixing... Points?
Posted by GEORGE ZIMMER on Fri, 03 Oct 2008 18:25:37 GMT

Only for servers running the points unfix. A bit of a price to pay I guess, but it's either that, or points unfix servers not being on ladders atall.

Edit: @ Spoony's post: True. Nevermind that idea, then.

Subject: Re: Fixing... Points?
Posted by **EvilWhiteDragon** on Sun, 05 Oct 2008 21:08:26 GMT
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Cabal8616 wrote on Fri, 03 October 2008 20:25Only for servers running the points unfix. A bit of a price to pay I guess, but it's either that, or points unfix servers not being on ladders atall.

Edit: @ Spoony's post: True. Nevermind that idea, then.
If the server wants to have an "unfix" then the server should accept that he can't have all features the fix brings, like a working ladder.

@Roshambo:
Someone needs to regulate the servers that are listed on the servers, else I could just create a server that would give everyone +999999 ladder each game. I *might* be wrong, but I expect you to have at least enough intelligence and knowledge of the game to understand that is not the way it is supposed to be, right?

Subject: Re: Fixing... Points?
Posted by **jnz** on Sun, 05 Oct 2008 22:48:14 GMT
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EvilWhiteDragon wrote on Sun, 05 October 2008 22:08
@Roshambo:
Someone needs to regulate the servers that are listed on the servers, else I could just create a server that would give everyone +999999 ladder each game. I *might* be wrong, but I expect you to have at least enough intelligence and knowledge of the game to understand that is not the way it is supposed to be, right?

...and exactly how are you going to moderate servers tampering with the ladder points? That's completely besides the point, my point is: when you start messing with the FDS in ways that server owners don't want you to do, what do you expect? You think they will welcome it with open arms? You're forcing stuff on people that don't want it, even dictating how servers are going to be run and for what? You have the time to pointlessly clone and reverse engineer parts of renegade yet you couldn't create some simple code to keep points separate from the ladder? I don't see the logic in that.

I'm not standing up for the anti-pointfix because I want to abuse stupid tactics, it's because the scripts.dll project has turned into something you're going to use to dictate how all the servers are going to run. Don't say that servers should use their own ladder. That's like a car manufacturer saying: "Don't like our cars? Go make your own."

Subject: Re: Fixing... Points?
Posted by R315r4z0r on Sun, 05 Oct 2008 23:40:35 GMT
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They are not being forced to do anything they don't want to do. If they don't want to use the points fix, then they have to accept they can't be apart of the ladder.

If you allow them to be apart of the ladder, thats when you start forcing things on people that don't want it, such as people who want a pure points ladder are now forced to accept that all servers give off different points.

Quote:You have the time to pointlessly clone and reverse engineer parts of renegade yet you couldn't create some simple code to keep points separate from the ladder? I don't see the logic in that.
I don't see the logic in that argument.. the ladder is BASED on the distribution of points! Keeping points out of the ladder is like keeping the tires off a car.

Quote:That's like a car manufacturer saying: "Don't like our cars? Go make your own."
No it isn't, it's more like a deli owner saying "Don't like our sandwiches? Go make your own!"

It is very easy to create a small ladder of your own. All it takes is a pen, some paper, a calculator and results.

Subject: Re: Fixing... Points?
Posted by jnz on Mon, 06 Oct 2008 07:41:32 GMT
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R315r4z0r wrote on Mon, 06 October 2008 00:40They are not being forced to do anything they don't want to do. If they don't want to use the points fix, then they have to accept they can't be apart of the ladder.

They are trying to force the whole patch on us.

R315r4z0r wrote on Mon, 06 October 2008 00:40
If you allow them to be apart of the ladder, thats when you start forcing things on people that don't want it, such as people who want a pure points ladder are now forced to accept that all servers give off different points.
I'm not asking to give servers an unfair advantage on the ladder.

R315r4z0r wrote on Mon, 06 October 2008 00:40
I don't see the logic in that argument.. the ladder is BASED on the distribution of points! Keeping points out of the ladder is like keeping the tires off a car.

That's not my argument, it's to keep points and credits the same but use a separate system to find ladder points.

R315r4z0r wrote on Mon, 06 October 2008 00:40

No it isn't, it's more like a deli owner saying "Don't like our sandwiches? Go make your own!"

It is very easy to create a small ladder of your own. All it takes is a pen, some paper, a calculator and results.

A global ladder is more desirable than a local one.

Subject: Re: Fixing... Points?
Posted by StealthEye on Mon, 06 Oct 2008 09:41:03 GMT
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RoShamBo wrote on Mon, 06 October 2008 00:48
I'm not standing up for the anti-pointfix because I want to abuse stupid tactics, it's because the scripts.dll project has turned into something you're going to use to dictate how all the servers are going to run. Don't say that servers should use their own ladder. That's like a car manufacturer saying: "Don't like our cars? Go make your own."

The car manufacturer analoy is rather accurate. Will you tell the car manufacturer, "hey, I don't like how you don't want to install A into my car but you do want to install B into my car. You are forcing me to use B now but I really prefer A!

No, that's not how it works. You can ask why and you can ask whether they can make an exception if you have a good reason, but you can't demand them to do what you want. What's worse is starting by, "ok, if you supply B to me then I'll install the part myself". (Give me the points unfix, I don't really care about the ladder). Then the manufacturer sells you the part and you claim "hey, that's unfair, why don't you install it?!". That's really what's happening here.

The ladder is a separate project from TT. Even without TT it will should be impossible to participate for servers not running clean Renegade or reasonably close to it. (ie. normal/AOW: yes. coop, no).

Subject: Re: Fixing... Points?
Posted by nopol10 on Mon, 06 Oct 2008 11:57:07 GMT
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The funny thing I see with this pointsfix controversy is that if TT stealthily sneaked it in (which isn't recommended of course), I doubt many people would notice...

Subject: Re: Fixing... Points?
Posted by Spoony on Mon, 06 Oct 2008 15:33:25 GMT
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RoShamBo wrote on Mon, 06 October 2008 00:48You're forcing stuff on people that don't want it, even dictating how servers are going to be run and for what?
you've lost me there...

RoShamBo wrote on Mon, 06 October 2008 00:48Don't say that servers should use their own ladder. That's like a car manufacturer saying: "Don't like our cars? Go make your own."
And what exactly would be wrong with a car manufacturor saying that?

RoShamBo wrote on Mon, 06 October 2008 00:48I'm not asking to give servers an unfair advantage on the ladder.
No, you're asking for our ladder to lose a considerable amount of its value by allowing unbalanced, unfair and downright ridiculous points systems to have as much worth on it as a far superior points system.

RoShamBo wrote on Mon, 06 October 2008 00:48A global ladder is more desirable than a local one.
It is global if the server owner wants it to be, subject to a few perfectly reasonable conditions.

Subject: Re: Fixing... Points?
Posted by Crimson on Tue, 07 Oct 2008 03:44:45 GMT
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Yes, this is exactly like a car manufacturer allowing you to add aftermarket parts to your car but not honoring the warranty if you fuck it up.

Subject: Re: Fixing... Points?
Posted by liquidv2 on Wed, 08 Oct 2008 02:01:31 GMT
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who cares if you're not on TT's ladder? if i want to play a game of unchecked renegade then i will, and i couldn't care less that TT won't score that game on their ladder

what do you hope to gain by arguing about it now?