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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 21:16 Well 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 21:16 I 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 21:16 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.

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 21:16 No 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 21:16 When 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 beaoning, 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 21:16 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.

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 21:16 But 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 21:16 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.

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 21:16 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.

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.

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