
Subject: Re: Fixing... Points?

Posted by [Crimson](#) on Tue, 09 Sep 2008 22:44:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 with 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.
