Subject: Re: Renegade X - Pre-Release Update!
Posted by R315r4z0r on Mon, 07 Sep 2009 02:18:27 GMT

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Spoony wrote on Sun, 06 September 2009 17:53R315r4z0r wrote on Sun, 06 September 2009 09:15Spoony wrote on Sun, 06 September 2009 01:06R315r4z0r wrote on Sat, 05 September 2009 20:02It's just as easy to kill a GDI soldier with a Nod rifle as it is to kill a Nod soldier with a GDI rifle.
How do you think that? There are only two objective differences: GDI auto rifle does more base damage (7 compared to 5), and GDI soldier has a smaller head.
Because statistics and number values take a second seat when human intervention comes into play.

It's someone's drive to kill the GDI soldier as a Nod soldier that makes it possible. Even if the GDI soldier did 20 damage per shot, it would still be possible to kill him if your aim is right and your mind is in the right place.
by this 'logic' you could say "mobius" instead of "gdi soldier".
And? Would it be wrong to say that? Is it not possible to kill a Mobius with a Nod Autorifle? (Despite the obvious armor differences)
GEORGE ZIMMER wrote on Sun, 06 September 2009 13:52
Yes, and no one is saying it's impossible to kill the GDI soldier.

As far as I know, everyone is simply saying why make a gap between two troops that are supposed to be entirely equal, save for their appearance?

And, here's the thing that happens:

Skilled GDI soldier vs not as skilled Nod soldier: GDI soldier wins almost all the time.

Equally skilled GDI soldier vs equally skilled Nod soldier: GDI soldier will win most of the time

Skilled Nod soldier vs not as skilled GDI soldier: Nod soldier has a better chance to win.

See the problem here? It's called unbalance. No, it does not compensate for artillery. As far as I'm concerned, it's just as much of a bug as the points bug.
Your post is confusing. I can't tell if you're in agreement with me or not (or if you are unaware that you are in agreement with me.)

You've stated that you're in disagreement, but your points and backup information state otherwise.

FYI, I'm FOR making the damage done by each rifle the SAME. GDI's shouldn't do more damage than Nod's.

EvilWhiteDragon wrote on Sun, 06 September 2009 14:26Yeah right, and because of that I also did not notice the weird point behaviour of the pointbug...
I did figure out that the pointbug only works on vehicles as long as they have armour, if that's gone you will get the correct amount of points, even on a non pointfixed server.

Oh and coincidentely, I also wouldn't notice according to you how BIATCH should work. While coincedentely, I did though out how it should work. Yes, StealthEye did it codewise, but i though up the general idea. Same goes for the pointfix. I noticed it, StealthEye dug around a bit, found out it was obviously a bug (first multiplying with say x and then derive x again).

So ye you absolutely don't notice these things, IF YOU DON'T FUCKING KNOW HOW TO PLAY OR ARE BUSY WANKING AT THE SAME TIME.
You're contradicting what I said. Level editor is just one example of a program. BIATCH, Stealtheye, Level Editor, whatever. They are all the same. They give you knowledge of the game's makeup via an outside/behind the scenes source.

And also, points are a visible means of comparison in the game while it's in play. I'd expect you to pick up on the points bug. I don't get why you're relating it to the damage differences.

Unlike points, which you can visibly see and reference too, health and damage isn't readily available for you to see and check. If you attack someone, you wont know how much damage you did unless you sat down in a private match, fired one shot, then asked them how much damage they took. With points, all you have to do is shoot something and check the scoreboard.