Posted by RTsa on Mon, 07 Sep 2009 20:07:55 GMT

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Goztow wrote on Mon, 07 September 2009 21:20[NEFobby[GEN] wrote on Mon, 07 September 2009 17:43]Goztow wrote on Mon, 07 September 2009 03:07As it's been split and I had no answer yet, I 'll ask my question again: is the point system in Renegade-X related to the damage one does (e.g. renegade with point fix) or not?

No, it is based off of pure C&C Renegade's point system.
So you take over an obvious bug but change the damage done by a weapon that's perfectly justifiable...

insert facepalm

JohnDoe wrote on Mon, 07 September 2009 22:37If you want to have a lower chance of alienating non-Renegade players from your mod, don't have them wondering why the team with only 1 building left is gaining on points even though the other team is controlling the entire map or why people on GDI are trying to get Nod to destroy the WF on Field as quickly as possible...making this mod without the pointsfix would be a HUGE mistake.
Agreed more than I can possibly express.

The good thing is that at least the good old original Renegade might live a bit longer with its proper points (fixed) and damages (left like they were meant).