Subject: Re: Renegade X - Pre-Release Update!
Posted by [NE]Fobby[GEN] on Mon, 07 Sep 2009 20:17:26 GMT

Goztow wrote on Mon, 07 September 2009 14:20[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

If the points system that Renegade came with and exclusively used for years bothers you so much, you can create a mutator for Renegade X extremely easily. A mutator is like a server-side mod that can be downloaded by a client directly by joining the server. It's that simple. But I do find it funny how most of the people who are complaining had no plans on trying the mod in the first place.