Goztow wrote on Tue, 08 September 2009 01:39Kimb wrote on Tue, 08 September 2009 08:17why can people stop complaining about stuff in a mod we should be thankfull they even create, and then complain about points and stuff when WE NEVER TRYED THE GAME ITSELF so i dont see the problem, if you dont like it, just give a damn and leave it
Mod makers should be grateful that someone cares enough to actually take time to give constructive criticism. Do you think any mod has been helped by people writing down "looks awesome" but eventually maybe not even try to play it? When I create something, I'd rather have 50 people write down comments on my work than have 500 people tell me how awesome it is. The 50 first actually show me interest, the 500 others don't really show anything except for an increasing post count...

If the game is ment to be a copy of renegade game play wise and if it uses the exact same damage / points system then I'm sorry to break the news to you but then we HAVE played the game. Then it's Renegade with nicer graphics. And after 6 years of playing it on a nearly daily basis in a clan environment, I know how Renegade's damage / points system works tbh.

Anyway, see you in October on ren-x, then. If I can get my copy of UT3 by then.
i have to agree with the constructive criticz but really, it looks like its the same thing (pointsystem) going over and over again.. and yes, renegades point system is great but its not flawless, but theres always mutilators in UT3 you can make to change this, and yes, cu on ren-x sept 30th.. (if you cant get it, use steam)