
Subject: Ideas to help newcomers/people joining a serv mid-game
Posted by [GEORGE ZIMMER](#) on Thu, 01 Oct 2009 04:36:56 GMT
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To separate the "POINTSFIX SUX BECUASE NEWPLAYERS THEN GET NO MONEY" argument from the other topic, I thought it'd be nice to maybe, y'know, take a logical approach to the whole situation by adding a few ideas that could possibly help keep new players in, and generally help any problems people have with pointsfix.

First off is money in early game. I think a more official way to donate rather than a !donate command would be handy. And an option to enable/disable it in servers.

Another idea is to make repairing things generally give more money. You won't be repairing things at the start of a game, so this won't affect much early game, but if you join a new server and have no credits, being an engineer would be a decent way to earn credits.

To make players more aware of this, I suggest perhaps a tutorial or FAQ that's easily accessible and very visible to players in general.

The next idea might be a bit too game changing, but perhaps make it so that infantry who deal damage to vehicles (ACTUAL damage, not 0 damage and get 100000 points) get more points than they normally would. Generally speaking, this should consist of grenadiers, rocket soldiers, C4s, and etc. The points/money shouldn't be THAT much more than usual- just enough to give you that extra boost to make dealing damage to vehicles somewhat useful.

Some additional ideas to help keep pointsfix while making it still easy to get money early game/joining a serv would be appreciated.

EDIT: to be continued here:

<http://www.renegadeforums.com/index.php?t=msg&th=34870&start=0&rid=4> 882
