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Subject: Re: Ideas to help newcomers/people joining a serv mid-game

Posted by [liquidv2](#) on Thu, 01 Oct 2009 04:52:24 GMT

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Quote: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.

in renegade points are equal to credits

repairing gives you exactly half the points you would get for attacking, and by giving more points to people repairing you would have a negative effect on the balance since renegade is an offense-based game

the thought you had of infantry getting more points for damaging vehicles would be great for the infantry but have a negative effect on the balance

an idea i had a while ago was to make vehicles in the pointmod worth more than 10% of their cost in points, and instead 20 or 25% so it would be worthwhile to fight a vehicle

this would result in infantry and buildings being worth less than they should overall because vehicles were too high; it would have a negative effect on the balance

hitting a building gives you much more points than hitting a vehicle, but this is because the building is worth that much more

you can't change anything without having a completely adverse effect pop up somewhere else; the pointmod is mathematically sound, and because of that it is also untouchable

it sucks

i had to entirely retype this post because when i went to preview it it said Page cannot be displayed and when i went back it was a blank page...thanks old forum software!111

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