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

Posted by [EvilWhiteDragon](#) on Mon, 05 Oct 2009 15:30:07 GMT

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ELiT3FLyR wrote on Mon, 05 October 2009 17:08Quote:And a big LOL to the guy who claims that he needs the points bug at high level games. If you cannot adapt to a change that actually makes sens then you suck quite hard. its not about adapting to gameplay, its about pointfix imbalenicing the game for clanwars, something you wouldnt know the slightest about.

You are someone who has sat in public servers, got a few mvps and think you understand how the game works. This is not the case. For example, you cannot see the problem that is caused in smaller games when two meds get around the same amount of points for hitting a techd arty in pointfix. This is something spoony has tried to argue against time and time again but has been unable to persuade anyone that theyre not overpowered, even dodging my request to proove it to him in-game. you need to understand that spoony is a master of spin and is trying to make anti-pointfix people look like liars and renegade terroists when all we want to do is play the game the way we want to play it.

spoony how can i possibly be lying when i say i dont care what TT do aslong as im not forced to play with any game-play changes(pointfix included) imposed by them? last time i looked it was u trying to force all the servers to use pointfix, not me forcing them not to use pointfix.

and spoony, on jelly forums after our 25 page thriller of spoony vs 50 you asked me why jelly wouldnt want to play on a universal ladder. i think i have your answer, its because they wouldnt want to play under a league run by douchebags like u. you say that servers that give u 350 starting credits will be punished, yet in this topic u say that 3 credits per seconds or whatever wont be punished on ur ladder? furthermore ur still trying to justify saying that and somehow managing to turn these TT people that u seem to have wrapped around ur little finger against liquid.

ill say this again to all the TT people actually working on the patch. all you have to do is fix the bugs in the game. This is your role. dont get involved in a pointfix debate that you can never win (spoony has never managed to win one and hes a decent player) nor bother suggesting solutions for the faults in pointfix. just fix the damn bugs and you will all be remmebered as renegade heroes.

Just die ok?

If you think that it is logical that you get a different amount of points for shooting armour than health you are truly retarded. Or that one weapon should get more points than another, dispite it does less damage. (doing damage is the point of the game right? So it makes sense to reward people that do damage right?)

Anyway, all suggestions done here where because people had valid complaints on the pointfix. It is indeed (a bit) harder to get credits with the pointfix. If that is the only problem then lets change that. That is what we discusted here.

Almost everyone but you sees that there is indeed a point bug. Some like it because it gives them enough credits, that's fair enough. You just like to troll around without any decent arguments. Imbalance itself is not caused by the pointfix. It only changes the points/money you get. It does barely effect balance directly.

Oh, and the coders are doing their job. They are fixing a bug. That you like that particular bug is

YOUR problem. There surely are people that like Blue Hell as well. Don't think we should keep it though...
