Subject: Re: Ideas to help newcomers/people joining a server mid-game
Posted by Dover on Thu, 08 Oct 2009 22:49:53 GMT

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Spoony wrote on Thu, 08 October 2009 15:45CarrierII wrote on Thu, 08 October 2009 17:42I always seem to earn too little for repairing, a lot less than I would doing either of those things you mentioned.
ok, let's suppose your teammates have meds and they're fighting some arties. (and let's suppose we're talking about a pointsfix server)

you can hotwire the meds or you can shoot the arties with a deadeye.

if you hotwire the meds, you can get slightly less than half the points one arty is getting by attacking them. (arty gets 5 points per shot on a med, so you'll get something like 2 per second)

if instead you get a deadeye and help shoot the arties, you'll get about the same... about 2 per shot.

on a pointsfix server, this doesn't seem to be a problem (at least, what you're saying is a problem). it is on a pointsbug server because the deadeye gets way more points per shot (for no reason) whereas the hotwire's points are still 2 per second.

Not to mention that a deadeye costs 150% as much as a hotwire.