Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?" debate
Posted by Jerad2142 on Fri, 30 Oct 2009 01:02:06 GMT
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Goztow wrote on Thu, 29 October 2009 13:33Jerad Gray wrote on Thu, 29 October 2009 19:40Goztow wrote on Wed, 28 October 2009 01:47blah blah blah. Bearing in mind that you still only get half of the points while killing someone and half of the points when that person dies.
blah blah blah
What do YOU mean? You mean if you want to recreate points bug? Points bug is way more complicated than just double the damage somewhere. But there will be a "pointsunfix.dll" release together with TT, as explained a long time ago. Donno why this is coming up in here again?
I'm asking if I wanna make it so in one of my mods you get 500 points for killing someone, if I will have to change that Level Editor value to 1000.