Subject: Re: Renegade X - 0.40 Launch!
Posted by EvilWhiteDragon on Wed, 18 Nov 2009 10:13:42 GMT

[NEFobby[GEN] wrote on Tue, 17 November 2009 18:37]Goztow wrote on Tue, 17 November 2009 02:56Excuse me for assuming you had implemented a pointsbug based points system, when you said you would:
http://www.renegadeforums.com/index.php?t=msg&goto=401989&rid=4882#msg_n um_7

Yes, and that was before the mod came out bro

Like I said earlier, we had an internal discussion about it and we changed our mind before the first release. But the point is, just the fact that you didn't know that makes your credibility on the balance issues in Renegade X purely hypothetical rather than through experience. I mean how can you be so sure that it plays that much worse if you don't really play the mod? I'm sure you would notice something as drastic as the new point system if you've played Renegade X more than a couple times, which from your earlier posts, sounds like you have. Otherwise you couldn't go in so much detail about how our gameplay sucks

Quote:We have neither the flawed points fix or the original points system, we have our own but then again people whom dont play the mod wont know that, but will only talk trash based on words.

Really the problem is that some are so fixated on literlly everything (including the flaws) that they simply wont accept any change that improves the game, and only for the sole reason that it is different then the original.

Welcome to the RenegadeForums
You missed a question:
EvilWhiteDragon wrote on Tue, 17 November 2009 17:50GEORGE ZIMMER wrote on Tue, 17 November 2009 16:51Havoc 89 wrote on Mon, 16 November 2009 23:26We have neither the flawed points fix or the original points system, we have our own but then again people whom dont play the mod wont know that, but will only talk trash based on words.

Really the problem is that some are so fixated on literlly everything (including the flaws) that they simply wont accept any change that improves the game, and only for the sole reason that it is different then the original.
That's good to hear. How exactly will the points system be set up, if you don't mind me asking?
You seriously don't get it do you? Pointbug = random amount of points depending on the attacker weapon. Pointfix = pointscaling depending on the damage the attacker did, not on the weapon.