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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [Spoony](#) on Wed, 18 Nov 2009 15:21:09 GMT  
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reborn wrote on Tue, 17 November 2009 13:50No problem...

You're right, the Nod rocket guy has no damage points assigned to him. The direct counter-part on GDI has a value of 0.05, with the Gunner being worth 0.07. It makes sense to me that he should be worth 0.05 too. Would you agree?

I would prefer to make something useful, something that lets server owners define presets in a list themselves, then let that list define the keys in the ini file. This way you could add preset names to a list, then have that list create valid key names so you can add entries for other presets to change there Damage Points too. However, I do not think I can have the list define variables like that...

I may have to create a static list of preset names. But I really wish I could think of a way to do what I just explained. :-/

if you set it for 0.05 then i guess the total kill points would even out to 22/23? if so then that's right.

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