Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by CarrierII on Sat, 19 Dec 2009 17:29:56 GMT
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And, and whilst the anti-pointsfix side are making their case, please note this, a FACT that has never ever been addressed:
StealthEye of BlankIntel (Emphasis Added)
t definitely is a bug, notice how it behaves differently on health than on armor as well. (You don't get many points for shooting health with those weapons). The bug affects all damage on armor with a warhead multiplier of != 1, because it is the warhead multiplier that is missing.

Actually, it calculates points like this:
vehicledamagemultiplier * rawdamage * warheadmultiplier / warheadmultiplier

It should be:
vehicledamagemultiplier * rawdamage * warheadmultiplier

Because the warheadmultiplier is low for ramjets, and rawdamage (see the tables on http://www.blackintel.org/?page=projects/biatch/weaponinfo) is high, the effect of the missing multiplier is highest. Repair guns have a warheadmultiplier of 1, so those are not affected. C4 2 -> will do half of the points it should do. All other weapons are <1, therefore all those will give more points than they were supposed to. Because the multipliers are closer to 1 it will be less visible though.

With the bug fixed, you always get half of the points for repairing than for damaging a vehicle, and you always (regardless of the weapon you used) get the same amount for damaging or killing a vehicle (assuming it was not repaired ofcourse).

Without the bugfix, it mostly depends on the weapon you use to damage something with. More than it matters which thing you are damaging or the amount of damage you actually do.
. That is from This topic, announcing the point fix's release.

For those of you less confident at maths: The first formula (The buggy code that is in Renegade normally) can be simplified to "vehicledamagemultiplier * rawdamage" as the last two terms cancel each other out (A/A = 1. X * 1 = X) and how this then affects points is clearly explained. (Also note that some of these multipliers are actually fractional, eg: 1/2 and thus make things smaller).

I strongly suggest you read that entire topic (The so called "Long Version" is best). It's most definately a bug, shall I tell you why? There's no point in putting "A/A" in to any formula in a program, because it will ALWAYS cancel out and thus waste the FPU's time, that is, it is inefficient and slow when the program is run. Thus it MUST be a mistake, and therefore a bug. (Unless A is 0, in which case it will crash! )