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Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Spoony](#) on Thu, 24 Dec 2009 22:43:49 GMT

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btw if simpee wants to carry on whingeing about how it doesn't belong in clanwars, then i'll just repeat my earlier statement on the subject. i know he loves to pretend he didn't see anything he can't respond to, so if it's on page nine then he'll have to wait another page before he posts again! Spoony wrote on Wed, 23 December 2009 07:12 this is probably a good point for a declaration. from somebody who runs a league using the original renegade points system. i expect other servers using it might find it helpful too. when i get people asking me to use the points bug instead, or if people say the same at n00bstories / thekoss2 servers whatever, feel free to link to this too.

here we go. i'll put it all in nice red letters.

I'm not the only one with any explaining to do. The pointsfix is not the only "mod" that affects points; the pointsbug is basically a modification too, a mod that lets you get points for no reason etc. Indeed, since it's been conclusively proven that the pointsfix is the original Renegade points and economy system, the points bug is MORE of a modification than the "pointsfix" is. So it's not just the advocates of the pointsfix who have any explaining to do.

So here's a few questions for anyone who wants to tell me I should use their point mod.

1. please explain to me why it makes any kind of sense? because i've looked at it from all the angles and i simply don't see why it makes sense that you should get points for no reason, or more points than you're deserving.
- 2a. when you've answered 1, please explain why your answer should NOT apply to tanks when they have red/yellow health.
- 2b. when you've answered 1, please explain why your answer should NOT apply to infantry or structures.
3. please explain to me how it is good for balance, in a game where points are important, that unhelpful things can get far more points reward than far more helpful strategies? for example, there's an APC/tank threatening your base... why should your mod encourage people to shoot it ineffectually like an idiot, instead of doing something far more helpful like trying to kill it/push it back, maintain your buildings, or fix a teammate's tank?
4. please explain to me why defensive play ought to trump offensive play on maps like field, cityfly etc?
5. please explain to me why you don't mind maps like field, under and wallsfly being very stacked in favour of gdi?
6. in a game where the economy system is clearly important, please explain to me why you shouldn't have to EARN your credits instead of getting them for no good reason?
7. most of all, please explain to me how you came to the conclusion that your point mod is a good idea at all?

anyone telling me i ought to use their point mod in my servers, the mod that allows you to get points for absolutely no reason (which is far more of a "modification" than the pointsfix could ever be) - come back to me when you can answer these questions. If you can't answer any of them then don't waste your time, and don't show me any polls either (you're just showing me 20 people

who can't answer any of these questions. it would be more effective in changing my mind to show me one person who can)

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