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Subject: Re: Liquid trying to understand British logic - cleared

Posted by [liquidv2](#) on Mon, 01 Nov 2010 21:56:41 GMT

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GoTWhisKéY wrote on Mon, 01 November 2010 10:27G'day lads.

Yes I was initially against the pointsfix. I tried it out, and something seemed off about tank battles.

I realized that we weren't receiving enough points for tank battles because of the 'eject from tank last second to avoid opponent getting points' exploit. It wasn't a problem before when everyone was receiving too many points for hitting green tanks anyway, but now that the pointsfix corrected that, we weren't receiving enough. I told Spooky about this and he got somebody to develop a fix for that as well.

Since then, Kill & I played a lot of clanwars with the pointsfix and 'tankfix' or whatever you call it, and we both ended up liking it afterall. It changed the gameplay to favor aggression, but at the same time you couldn't be as sloppy since it was a little harder to receive credits. The points you were awarded actually made sense.

As for Spooky & I, Yea we've gotten along fine and agree with most things for a long time, but that wasn't always the case. One time I didn't agree with Spooky banning Soul (I think this was the 2nd or 3rd time of Soul getting banned) so I ended up buying the league entirely and unbanning him. Spooky wasn't too happy about that lol. But in time, we put aside our grievances and I ended up being admin @ clanwars for a long time. I think I've filed about 1000 AR's lol. I see Spooky as someone who actually cared about Renegade and has always put in the effort to run the clanwars league as best as he could, and I respect him for that. Do we agree on everything? No. I didn't agree with the way the Clear/Simpee situation was dealt with, for example.

did the amount you get for vehicle alignment make that much of a difference? it seems like absolute crap after playing with the original points for so long

i'd have absolutely no beef with the pointmod if players had an easier time adapting to it but realistically they're not patient enough to earn what they need that's why lots of players play in st0rm servers with 1000 starting credits and extra + faster harv income...and their overall gameplay is fairly bad in comparison

and one problem for that vehicle alignment fix is it causes lag in games anywhere near a large size (in clanwars it's fine but in servers even 10vs10 or higher it becomes a huge lag issue)

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