
Subject: Re: Some balance things I've been thinking about
Posted by [XD_ERROR_XD](#) on Fri, 14 Apr 2017 07:47:07 GMT
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Okay...

mine related discussion:

iRANian wrote on Thu, 13 April 2017 09:40Proxy c4 ought to have 1 or 2 proxies before refill...so you can't just place proxies inside enemy buildings or around the field...using proxy c4 offensively is so lame.

The bug where Proxy C4 has a lot of range above characters need to be fixed..I've fixed it before by patching the detonate code for proxy C4 and lowering the Z-height distance check. This can prevent the gay shit where people place mines above doors.

Another issue is that if you hug a wall you take like 1/4th of the damage from a proxy C4...that ought to be fixed by lowering the range of Proxy C4 and boosting the damage output.

Remote C4 and Proxy C4 mine limit ought to be separated. Remote C4 limit ought to be per player instead of per team...4 remotes per player or something. C4 mine limit needs to be map dependent and higher than it is now. Ought to be able to mine all doors (+ stairs on flying maps) with 5 proxy c4's over. There ought to be a timed c4 limit of say 6 per player to prevent people 'vomiting' timed c4.

Proxy C4 planted on vehicles ought to be immediately disarmed. The game designers didn't think people would place ANY c4 on vehicles...as before TT scripts 4.0 (when WD fixed it) C4 would disappear if the planting location would be too far away from the current location (attached to vehicle).

When you plant a remote, timed c4 or proxy c4 it should show you the limit the c4 limits for that player/team. When you shoot a friendly c4 or press E on it, it should show you the player name of who planted it and the position of the proxy c4 in the mine limit queue (whether it was planted early or late).

You should be able to disarm your own c4 by shooting it or pressing 'E' on it.

When a player leaves the server his proxy c4 shouldn't disarm.

Lowering mine capacity makes the mining a chore. Checking when each mine is going to disappear as not to make important mines disappear is a chore. Pressing E to disarm your own mines however is definitely not a chore! Chores \neq fun, games should be played to be fun and engaging, chores are not engaging, they take you away from the core gameplay.

Flaming vehicles is disallowed and I haven't seen anyone do it in RC for weeks. Remote and Proxy C4 separation is already possible, and is being applied on RC, but remotes are not per-player. I have no objection against making remotes per-player, just increase the limit to 6 because mummies and possibly the demolition kit crate.

Hasn't recently a plugin been released that allows mines of people that left to remain in the game?

Mining the top of the doors can be circumvented... by making them blow behind cover, while retaining the maximum distance possible. Jumping right next to the door will kill you, jumping as far away from the door, blowing each mine 1 by 1 theoretically should make you take the same amount of damage, but it doesn't, you're safe actually. This is where two of your suggestions kind of nullify each other. You need proxies to deal less damage behind cover, otherwise cleverly placed mines become a bit **too** powerful... Why am I saying this while the multiplier is 0.25? Observations. And I can't provide solid proof, only experience. My observations tell me that it doesn't matter how close you are to a mine that's on the floor, that blows behind cover, it always deals roughly the same damage. Mines that blow that are closer to your chest/head will deal proportionally more damage, the closer you are while detonation. But don't mines always blow at the same distance? Maybe it's related to your Z-axis fix, I dunno. Is the pythagorean theorem a possible explanation? I'm not sure. Is it something TT can patch? absolutely, but it needs to be done cleverly.

pointsmod related discussion:

iRANian wrote on Thu, 13 April 2017 09:40

pointsmod is very lame and makes the game less fun, you get rewarded for repairing, shooting enemy buildings and destroying vehicles. Problem is most of the time you are teaming up with other players to destroy a vehicle and you won't get the credits for destroying it. Another issue is that if enemy tanks have Techs repairing them you won't be able to destroy them and you basically get no creds and no points lol. Creds are extremely slow on pointsmod servers which is why they run 2.5 creds a sec.

Another huge problem is that if your team has field and isn't destroying enemy tanks and isn't hitting enemy buildings...your team will start losing on points if the enemy get more vehicles kills than you. Pointsmod doesn't reward your team for field control, it always needs to be field control + shooting enemy buildings. You get almost no points/creds when using tanks defensively or not destroying enemy tanks lol.

With pointsmod, ramjet rifles need to be modded so they don't give insane creds/points...easy to do server-side. I'd also mod mammoth tank to give less points.

Okay... just to make sure, points*mod* Is the **fix** to the oversight(?) that certain warheads have a much higher credits multiplier, than points multiplier on armour, no? Or is it the addition that points made by destroying stuff is shared equally amongst players?

I don't really see your point here. If you have the advantage, and decide to jerk off with it and do nothing (if you have the field, you can shoot buildings pretty reliably unless we're talking Under, period), aren't you supposed to lose to points? If you have the field, but you lose tanks and the defender has more tanks to assault than you, shouldn't you eventually lose the field? This is not balance related, it's teamplay related, which sometimes is severely lacking in public games. Some of your complaints is what AOW makes AOW. Defending in AOW is not always a disadvantage, you can have more tanks to defend than the assaulter but he keeps the field because they put 4 techs on 2 tanks. All of this is related to strategy and teamplay, which is what Renegade makes Renegade. Too bad competitive play is dead, this would solve most of your issues.

Don't trade shots if you take two shots in return for every shot you take. Don't trade shots if you can't kill that arty in your med, he'll deal more damage per shot and win by points. Don't trade shots if you're a sakura worth 100 points and fight a shotgunner worth 3 points. If he kills you once for every 30 kills, you still lose by points.

more discussion:

iRANian wrote on Thu, 13 April 2017 09:40

Creds should be about 2 creds per tick with PP. The Game should show the floating point value up to 2 numbers after the dot. so instead of showing "150" creds it should show "150.55" for example. Little nitpick of mine.

The following changes are really needed for marathon and longer than 40 min AOW games:

If PP is dead...cred income should be about 1.5 creds per tick and the Harvester ought to move slower by about 30-40%. 1 creds per tick is way too low if your team doesn't have field control. You're basically fucked if you don't have field control and pp is down.

If refinery is dead, you should be getting 0.5 creds per tick instead of 0 per tick.

If Barracks is dead you ought to be able to buy Gunner/LCG for 1600, tech char with less health (200 HP?) for 1500, 1 shot sniper/ramjet for 1500-2000. They can't pick up any weapons and neither can basic infantry if barracks is dead.

If wf/air is dead you ought to be able to buy vehicles for triple the price every 2 minutes or so...they will be transported in by Chinook.

I'd add extra versions of map server-side Guard Towers/Turret to every rush map plus some base defense maps like Hourglass (and disable agt/Obelisk on those maps).

Sounds like Renegade X would be right up your alley with these suggestions. Off course there are other things that I guess would ruin the game for you...

I do agree that some buildings punish you too harshly if you lose it. I hate how destroying the PP kills off the AGT and Obelisk entirely + destroys economy, It has too large of an effect. I would keep the guns of the AGT online and take the missile offline (because machineguns require less power? I dunno), and either drastically reduce the obby damage, or increase the charge time. Or, just make it less heavy on economy.

map variations:

iRANian wrote on Thu, 13 April 2017 09:40

****NOTE:** I would increase the HP of Turrets and Guard Towers by 4-5 times.

I'd think it would be pretty interesting to play variations of rush maps with guard tower/turret and play base defence maps without agt/ob but with Guard Towers and Ob (or with no base defenses at all). So 2 variations of rush maps (no BD && Guard Tower/Turret) and 3 for base defence maps (BD, no BD && Guard Tower/Turret).

I would always disable AGT/OB on Hourglass, with two variations with no BD at all and AGT/OB. For HourGlass I would add server-side code which prevents players from hitting ref/pp from hill....but allow them to hit the other buildings from hill.

An interesting variation of HourGlass could be holing off the sides of the map with containers so you can only go on hill and on tunnel. Another variation could be holing off the hill so you can only go sides. Would be a funny clusterfuck.

I would have a variation of Volcano where players take no damage from Tib Field. I would have a variation of City_Fly/City without Stanks. I would also have a variation of Walls flying without flying units.

Another variation of City Fly/City would be holing off the WF and Hand sides so you can't rush WF and hand from them. Another variation would be to holing off bridge so you can't use it.

Glacier flying should be changed so that all the gay back-entries are disabled...by placing some containers in the tunnels to block them off. This can be another variation as well. Plus a variation with no tunnels and no BD and a variation with no tunnels and only guard tower/turret.

A variation of Under could be holing off the hill area or the far side area where the bunkers are. Another variation could be where tib field does no damage.

Other variations could be adding invincible repair bays to maps.

Variations, why not! But who's going to make it, and who's going to make sure that it'll work for people who don't run TT 4.0+? I'm not saying this for the Bryans amongst us, but for the potentially new players that Renegade is a cool game to try out but doesn't know what scripts is *yet*. Effectively blocking new players from both servers that actually gets players puts them completely in the dark, which will definitely put a dent in the playercount in the long run. Yes, new players *still* do reach this game.

Other gameplay discussion:

iRANian wrote on Thu, 13 April 2017 09:40

The logic to destroy vehicles that have been flipped ought to be removed, I really don't see the benefit.

Screenshake needs to be enabled but Arty screenshake needs to be reduced.

pic/railgun are cheap as fuck against vehicles, no skill required...especially if you have light tank + railgun and you just repshoot.

Crates should always spawn in the middle (with multiple sites in middle) and the first crate(s) in the game need to be money. No death crate and no spy crate..

When game starts, there should be a 30 second countdown so everyone can load the game...and the first spawn on map load should be in the middle of the base outside so you don't get gay shit where people spawn in the back of the base and even after suiciding spawn in back of base.

Suicide should take about 5-10 seconds and not take all your money.

Tanks (except Arty) don't have enough range on their splash so it's incredibly hard to kill infantry (especially techs/hotwire).

The emitters for rocket and shell impact, flamethrower, chemsprayer etc is way too bright and white...there's a fix for it but most servers don't allow it.

I think clearscope ought to be banned...sniping is way too easy with clearscope.

SBH make the game a lot less fun...ought to be removed. Alternative would be to increase the cost, remove ability to enter vehicle, remove ability to pick up weapons and crates, reduce HP (200?) and remove timed C4 and maybe pistol. If fake beacons are removed it should be okay.

I'm currently in a position where I can't enable screenshake, but do think it's a cool effect because of nostalgic value and video making. I'd love to make some trailers and parodies including screenshake, but 4.0 simply doesn't have a client-side option to enable screenshake. I find this very disappointing. So I have to download Scripts 3.4.4 to enable Screenshake, and (hopefully) again access to the HUD console command. But, there's no download that I can find on google, only a repository I know exists and I have no idea how to find it.

Pics/railguns are cheap as fuck on some maps, especially with tanks. But there's a server-side option to disable tank reloading when the vehicle is empty. RC hasn't enabled this. Limited ammo has also been disabled, which is okay for quick-and-dirty games but turns BD maps in such a huge stalemate... it's too easy to hold a field and not get rushed.

Splash is a double-edged sword. Change it, and you make some people happy, others unhappy. Just save everyone the effort and keep it as it is. Also, fuck white smoke to hell. completely covers your screen in anything more than a 1v1.

Clearscope... I use a mod that removes the green night-vision effect but keeps the black outline with a very small opacity. removing the black and night-vision entirely... I don't have too much of an opinion on that.

Flipped tank destruction can already be disabled, in I believe DA? RC doesn't do this however.

SBH is too big of a subject to discuss, and would be a very opinionated discussion. Too many gray lines.