Subject: Engineers
Posted by KIRBY098 on Mon, 26 Apr 2004 16:37:32 GMT
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Any plans to make molecular rearangement by the enemy a bad thing, like in SP mode?

Subject: Engineers
Posted by KIRBY098 on Mon, 26 Apr 2004 16:40:30 GMT
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Something else to think of with these guys:

Let them get the same amount of points for repairing a structure, as it took to damage it.

Currently, an engineer would only get 1/3 the amount of points to repair something, that the MLRS got for pounding it for half an hour.

Reason being, engineers get nothing in return for devoting their game to saving structures.

Subject: Engineers
Posted by Aircraftkiller on Mon, 26 Apr 2004 16:53:02 GMT
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We did that in the beta test, and it lead to camping. No one would attack because the enemy team got the same points in return for the attacking you were doing.

You LOST the game for attacking, which is just a bit absurd...

Giving Engineers more points would be nice, but it won't help the gameplay at all. Some units have a specific purpose. If they aren't getting a lot of points, try switching over to something else that DOES get a lot of points.

Subject: Engineers
Posted by Crimson on Mon, 26 Apr 2004 19:06:18 GMT
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I concur with ACK. When the beta started, repairing was almost no points at all (much like repairing a tank now)... they bumped it up a lot and GDI constantly camped and won. Westwood opted to give the most benefit in points to the aggressor / attacker which brought a more active game.

Subject: Engineers

Posted by Battousai on Tue, 27 Apr 2004 03:54:48 GMT
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Don't give them more points, give the repairing engineers more credits. That gives incentive to repair so you can get money faster and buy something to counter attack.

Subject: Engineers
Posted by Deathgod on Tue, 27 Apr 2004 04:32:26 GMT
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Yeah, this game would be an even worse campfest if the points were equalized. There'd be no incentive to attack unless you were going to beacon a building and remove it altogether.

Subject: Engineers
Posted by KIRBY098 on Tue, 27 Apr 2004 17:34:50 GMT
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BattousaiDon't give them more points, give the repairing engineers more credits. That gives incentive to repair so you can get money faster and buy something to counter attack.

This young man has hit it on the head.

How about this compromise Blackhand? Keep the points the same, and give us poor defending schmucks a few more credits.

Anyone can Flame rush for points. It takes real skill to save the building, blow the tank, kill the driver, and remine before the next wave of attacks.

Subject: Engineers
Posted by Aircraftkiller on Tue, 27 Apr 2004 17:41:05 GMT
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Not possible, points are what gives you credits.

Subject: Engineers
Posted by KIRBY098 on Tue, 27 Apr 2004 17:46:26 GMT
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No way to translate an "if/then" statement to "if points =1 then credits =2"?

Sigh.

Perhaps you can use the Final Ren exploit to modify the rate of credit transfer. the code is there, you'd just have to change it to meet your condition.

Subject: Engineers
Posted by Battousai on Wed, 28 Apr 2004 04:17:44 GMT
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AircraftkillerNot possible, points are what gives you credits.

There must be some effect similar to the silo effect where you get 1 credit/second that you can turn on and off while someone is repairing?

Subject: Engineers
Posted by Deathgod on Wed, 28 Apr 2004 05:31:40 GMT
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You mean the satisfaction of doing a thankless job to save n00bs isn't reward enough?

Subject: Engineers
Posted by Rex on Wed, 28 Apr 2004 09:45:13 GMT
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OMG, dont keep on whining over and over again.

No compromises or whatever its ok how it is now.
Everybody has his own speciality. Mine is repairing. I can easily get MVP by only defending (80% repair... 20% destorying vehicles) the whole game.
Don't whine if you cant.