Subject: The point system
Posted by csskiller on Sat, 18 Sep 2004 23:31:50 GMT
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BHS are you guys planning to implement a new or overhauled point system in cp1 or in the near future? I really hate being on a team after organizing a couple succesful rushes. Just to find out that you are still losing to a point whoring team that hasn't destroyed anthing. Now I know if I wanted a good point system i would go play renalert.

Subject: The point system
Posted by PointlessAmbler on Sun, 19 Sep 2004 01:30:31 GMT
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Subject: The point system
Posted by spoonyrat on Sun, 19 Sep 2004 02:00:21 GMT
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The only thing that sucks about the point system is ramjets. The problem is, that one thing really, REALLY sucks...

Subject: The point system
Posted by Blazer on Sun, 19 Sep 2004 07:02:59 GMT
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The majority of players who have stated an opinion on the subject are steadfastly against changing any aspects of gameplay as far as damage/points go. That is why we will not do any gameplay specific changes unless they are confined to specific maps, so that server owners and players can choose whether to host/play the modified changes or not.

Subject: The point system
Posted by Rex on Sun, 19 Sep 2004 08:43:55 GMT
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Go Blazer !

OH, and btw: I like becoming MVP (by only using Ramjets!) (off topic)

Subject: The point system

Posted by csskiller on Sun, 19 Sep 2004 13:51:22 GMT
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BlazerThe majority of players who have stated an opinion on the subject are steadfastly against changing any aspects of gameplay as far as damage/points go. That is why we will not do any gameplay specific changes unless they are confined to specific maps, so that server owners and players can choose whether to host/play the modified changes or not.
Ok I just wanted to know if any thing was going to be done. Both way's have it's pro's and cons.

Subject: The point system
Posted by Naamloos on Sun, 19 Sep 2004 16:05:34 GMT
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I don't think anyone will play those maps, waste of disk space for just a few fixes. Just put it in CP1 ffs.

Subject: The point system
Posted by spoonyrat on Sun, 19 Sep 2004 17:27:01 GMT
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I'll host them. If it'll cut n00bjetting down to a minimum, it's no bad thing. A while ago I hosted a No N00bjet server, and you know what? Gameplay was 500% better

Subject: The point system
Posted by Majiin Vegeta on Sun, 19 Sep 2004 23:35:50 GMT
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how about a Weapondamage.ini on the FDS so the server hosts can edit ho many points / what dmg each unit does ?

i think it could be a bit to big with all the kind of thingys.. but meh its an idea

Subject: The point system
Posted by Madtone on Mon, 20 Sep 2004 00:36:19 GMT
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Majiin Vegetahow about a Weapondamage.ini on the FDS so the server hosts can edit ho many points / what dmg each unit does ?

i think it could be a bit to big with all the kind of thingys.. but meh its an idea

Now THAT would rock!

Subject: The point system
Posted by Rex on Mon, 20 Sep 2004 06:35:12 GMT
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Woohoo! That would rock man! Every server would have their own way of getting points and own way of making damage, cool!
It will be as if you just entered a new game (every time you enter different server) and you have to learn everything all over again...

And btw CSSKILLER, the answer to your question has been posted already: "That is why we will not do any gameplay specific changes"

 Thinking about it, that idea could rock, if hosts wouldn't change too much and if there were a few limitations ... [/edit]

Subject: The point system
Posted by csskiller on Mon, 20 Sep 2004 20:18:48 GMT
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RexAnd btw CSSKILLER, the answer to your question has been posted already: "That is why we will not do any gameplay specific changes"

Oh sorry idk that

Subject: The point system
Posted by xptek on Mon, 20 Sep 2004 20:21:13 GMT
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MadtoneMajiin Vegetahow about a Weapondamage.ini on the FDS so the server hosts can edit ho many points / what dmg each unit does ?

i think it could be a bit to big with all the kind of thingys.. but meh its an idea

Now THAT would rock!

Change the shield type server side. I did that for my (r.i.p) servers and it was amazing how much the game improved.