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Subject: turning points fix on and off

Posted by [Rocko](#) on Tue, 01 Jul 2008 20:15:08 GMT

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will server owners be allowed to have the benefits of the TT patch but also be able to decide if they want the points fix part of it?

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Subject: Re: turning points fix on and off

Posted by [IronWarrior](#) on Tue, 01 Jul 2008 21:29:29 GMT

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That is a good question, I believe the points fix should be optional and not forced.

As I don't fully agree on some of the fixes for the "points fix"

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Subject: Re: turning points fix on and off

Posted by [Ghostshaw](#) on Tue, 01 Jul 2008 21:41:45 GMT

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Its only one fix. Anyhow, the problem is that if we make it configurable we need to tell the ladderserv whether or not its on or off because it either has to do different calculations or just completely ignore servers with it off since they would have an unfair advantage gaining more points. So its not just simple question of turning it on or off.

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Subject: Re: turning points fix on and off

Posted by [Rocko](#) on Tue, 01 Jul 2008 23:59:55 GMT

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not everyone wants the point fix though its not that important

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Subject: Re: turning points fix on and off

Posted by [EvilWhiteDragon](#) on Wed, 02 Jul 2008 11:47:17 GMT

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It's not that important, that's right, it doesn't change much when it's on..

Only the amount of points you get, which is only important for the ladder server...

So unless you want your server unladdered (or you like sniping tanks with a havoc) you might as well have it on.

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Subject: Re: turning points fix on and off  
Posted by [Caveman](#) on Wed, 02 Jul 2008 12:20:53 GMT  
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Why not just ship the patch without pointfix since it cant be turned off due to the ladder system and whatnot and then let server owners install it themselves? This is being said from a logical POV. I didn't like the pointfix when it was first released. I 'abused' this bug with a shotty against the harvy at the start of the map to gain them few extra credits so I could get an arty quickly and then dominate the field. However, i've been playing on a server that has had the pointfix for like 4months now and I have got use to it. Instead of a shotty I use a grenny, throw my C4 and then fire as many shots I can before I get killed.

Please dont take this request as 'oh he is against PF so thats why he is saying it'

Edit:

Possibly you could ship it with the patch but have an option in the installer to not install it? Would be the best way to do this I think...

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Subject: Re: turning points fix on and off  
Posted by [Chuck Norris](#) on Wed, 02 Jul 2008 20:14:20 GMT  
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Ghostshaw wrote on Tue, 01 July 2008 16:41Its only one fix.So when the points fix is mentioned, that DOESN'T include the armor MOD most servers that use the points fix also use? I thought they were part of the same MOD due to that reason. I LIKE the points fix, but HATE the armor MOD. There's a reason Havoc and Sakura cost 1000 versus 450 (less than half) of an Arty or MRLS, and the armor MOD breaks that balance with the "you should only use tanks" mentality. Sniping tanks and getting major points for no damage is bad, but having the damage snipers does against lightly armored vehicles is intended and is how it should be.

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Subject: Re: turning points fix on and off  
Posted by [Goztow](#) on Wed, 02 Jul 2008 20:15:35 GMT  
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That armor mod has nothing to do with points fix.

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Subject: Re: turning points fix on and off  
Posted by [Caveman](#) on Wed, 02 Jul 2008 20:19:58 GMT  
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The last time I checked it was due to RR.

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Subject: Re: turning points fix on and off  
Posted by [Spoony](#) on Wed, 02 Jul 2008 20:37:49 GMT  
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Caveman wrotel didn't like the pointfix when it was first released. I 'abused' this bug with a shotty against the harvy at the start of the map to gain them few extra credits so I could get an arty quickly and then dominate the field. However, i've been playing on a server that has had the pointfix for like 4months now and I have got use to it. Instead of a shotty I use a grenny, throw my C4 and then fire as many shots I can before I get killed.

The second course of action, i.e. actually attacking the harvester with something which poses a credible threat to it, is not only strategically MUCH wiser than the shotgunner option - since it is far more likely that your team will destroy it, which starves the enemy of credits as well as boosting yours - but it also gets you far more points than you seem to think. You get 100 for entirely killing a harvester when the pointsfix is on. I'm not sure exactly what you'd get by unloading a shotgun onto it, but I don't think it would be THAT much more. Considering the far higher strategic value of actually making the effort to destroy it with a grenadier, it is barely questionable that it is wiser to get the grenadier.

Even if you get the arty quicker with the shotgunner, your enemy will get their tanks quicker because you let the harvester survive, when you could've killed it by getting a grenadier instead. So, the advantage of getting your arty quicker is basically an illusion.

So, like so many others, the points bug taught you a bad habit and the pointsfix cured you of it.

Chuck Norris wrote on Wed, 02 July 2008 15:14Ghostshaw wrote on Tue, 01 July 2008 16:41Its only one fix. So when the points fix is mentioned, that DOESN'T include the armor MOD most servers that use the points fix also use? I thought they were part of the same MOD due to that reason. I LIKE the points fix, but HATE the armor MOD. There's a reason Havoc and Sakura cost 1000 versus 450 (less than half) of an Arty or MRLS, and the armor MOD breaks that balance with the "you should only use tanks" mentality. Sniping tanks and getting major points for no damage is bad, but having the damage snipers does against lightly armored vehicles is intended and is how it should be.

I agree that armour does not need to be changed as long as the pointsfix is there; I agree that orcas, arties etc are balanced in relation to ramjets as long as the pointsfix is there. I am a little puzzled, however, by your statement that "most servers which use the pointsfix also use the armour mod". Could you clarify that? Jelly doesn't (it used to, but the pointsfix replaced it very well), n00bstories doesn't, I don't think TK2 or blackintel do? Please do correct me if I'm wrong.

to repeat, I am not at all disputing your statement that the armour mod is an unwise modification, not to mention completely unnecessary if the pointsfix is there.

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Subject: Re: turning points fix on and off  
Posted by [Goztow](#) on Wed, 02 Jul 2008 20:42:28 GMT  
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We don't change any armor values at bi or tk2. I think he must be refering to RR servers.

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Subject: Re: turning points fix on and off  
Posted by [Rocko](#) on Thu, 03 Jul 2008 00:46:17 GMT  
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EvilWhiteDragon wrote on Wed, 02 July 2008 06:47It's not that important, that's right, it doesn't change much when it's on..

Only the amount of points you get, which is only important for the ladder server...

So unless you want your server unladdered (or you like sniping tanks with a havoc) you might as well have it on.

yeah and it is right that it isn't important. so why force servers to use it if they want the TT patch...

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Subject: Re: turning points fix on and off  
Posted by [=HT=T-Bird](#) on Thu, 03 Jul 2008 00:59:38 GMT  
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Rocko wrote on Wed, 02 July 2008 19:46EvilWhiteDragon wrote on Wed, 02 July 2008 06:47It's not that important, that's right, it doesn't change much when it's on..

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yeah and it is right that it isn't important. so why force servers to use it if they want the TT patch... Do you really enjoy sniping tanks with a havoc that much? Maybe you should pay the TK2 server a visit and see how the rest of us who actually appreciate how AOW was meant to be play the game...then you'll understand.

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Subject: Re: turning points fix on and off  
Posted by [a000clown](#) on Thu, 03 Jul 2008 01:24:00 GMT  
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I honestly don't see the big deal of any of this.

Point fix or not, I doubt it will change how I play the game. Teamplay is and will always be the most important and effective way to defeat your enemies.

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Subject: Re: turning points fix on and off  
Posted by [Rocko](#) on Thu, 03 Jul 2008 01:55:25 GMT  
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=HT=T-Bird wrote on Wed, 02 July 2008 20:59Rocko wrote on Wed, 02 July 2008 19:46EvilWhiteDragon wrote on Wed, 02 July 2008 06:47It's not that important, that's right, it doesn't change much when it's on..

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I don't snipe tanks. there's a big difference in the way the game is played and feels between each version.

This game has been practically the same for like 6 years or whatever and I never sat around pissed in game upset about how the points were calculated. I want to continue playing the game I payed for online the same way it was when I bought it including the way westwood patched it.

I don't even like the donation function or any other crate mods or whatever. the game is fine the way it is.

Though it could use glitch fixing and the nice functions available in TT, not including points fix.

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Subject: Re: turning points fix on and off

Posted by [\\_SSnipe\\_](#) on Thu, 03 Jul 2008 02:00:36 GMT

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theres a huge amount of people that like new changes and mods and another huge amount that love basic old stlye renegade game you should be able to choose servers that is

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Subject: Re: turning points fix on and off

Posted by [Chuck Norris](#) on Thu, 03 Jul 2008 05:30:13 GMT

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Whenever I used to play at any servers, they all seemed to have it to where a sniper does half damage to light armored vehicles (ten shots to kill a MRLS/Arty instead of the normal five). Jelly Server was like this last I remember, but I haven't used a sniper against a lightly armored vehicle there in a while, and it's been a while since I played there. If it's not like that these days, then I guess what I said isn't true anymore.

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Subject: Re: turning points fix on and off

Posted by [Goztow](#) on Thu, 03 Jul 2008 06:35:49 GMT

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POINTS FIX DOES NOT CHANGE DAMAGE, ONLY POINTS.

Now if the TT-team could just confirm if they'll make it an option for server owners or not, then we can put this whole discussion behind us .

And if you want to continue playing the game like it was when it was released, then why acquire new tactics in the first place? + there have been several patches to get to 1.037 and a lot of things already changed due to them!

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Subject: Re: turning points fix on and off  
Posted by [Spoony](#) on Thu, 03 Jul 2008 07:39:15 GMT  
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Chuck Norris wrote on Thu, 03 July 2008 00:30 Whenever I used to play at any servers, they all seemed to have it to where a sniper does half damage to light armored vehicles (ten shots to kill a MRLS/Arty instead of the normal five). Jelly Server was like this last I remember, but I haven't used a sniper against a lightly armored vehicle there in a while, and it's been a while since I played there. If it's not like that these days, then I guess what I said isn't true anymore. It's true the large jelly server USED to have a modification like that, but firstly that was before the pointsfix came along, and secondly it was removed when the pointsfix DID come along.

In a nutshell, the "armour mod" was a poorly-designed way of achieving something the pointsfix achieves much better.

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Subject: Re: turning points fix on and off  
Posted by [Jamie or NuneGa](#) on Thu, 03 Jul 2008 09:33:02 GMT  
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Due to your arguement with the ladder system why not just have it so servers can op to be in the ladder and therefore not have point fix.

I don't see how all servers can be on the ladder anyway when there are death match server, servers with mods that allow you to get 1000 point for killing a single character.

Clanwar servers already use a ladder system that I believe everyone is happy with, therefore there is no need for them to be part of the ladder.

Its simple just make it so a server cannot be on the ladder without the point fix on. This simple adjustment to the TT plan is the only thing that is needed to make it so nobody has a problem with the patch.

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Subject: Re: turning points fix on and off  
Posted by [StealthEye](#) on Thu, 03 Jul 2008 09:38:01 GMT  
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Quote: Though it could use glitch fixing and the nice functions available in TT, not including points

fix. The point fix `_is_` fixing a glitch, it is a clear bug in the code and the way points used to be calculated do not make sense at all. It doesn't matter so much as long as you play the game normally: if you shoot at targets you can actually reasonably damage. It only makes a difference for targets which you can hardly damage, ie. shooting things that are useless for you shoot at. It makes abuse (shooting the harvester with a ramjet for points) impossible though, that's the biggest advantage. It also makes reasoning about the points possible. Killing a harvy gets you 98 points iirc. Killing any purchased unit gives you the cost/10 points. It's a fix to a bug, just like many other fixes.

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Subject: Re: turning points fix on and off  
Posted by [Caveman](#) on Thu, 03 Jul 2008 11:28:57 GMT  
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Caveman wrote on Wed, 02 July 2008 13:20 Why not just ship the patch without pointfix since it cant be turned off due to the ladder system and whatnot and then let server owners install it themselves? This is being said from a logical POV. I didn't like the pointfix when it was first released. I 'abused' this bug with a shotty against the harvy at the start of the map to gain them few extra credits so I could get an arty quickly and then dominate the field. However, i've been playing on a server that has had the pointfix for like 4months now and I have got use to it. Instead of a shotty I use a grenny, throw my C4 and then fire as many shots I can before I get killed.

Please dont take this request as 'oh he is against PF so thats why he is saying it'

Edit:

Possibly you could ship it with the patch but have an option in the installer to not install it? Would be the best way to do this I think...

Tbh ^^

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Subject: Re: turning points fix on and off  
Posted by [Goztow](#) on Thu, 03 Jul 2008 12:27:10 GMT  
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I'll close this topic: please continue the points fix discussion in this topic which already talks about it.

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