
Subject: Pointsfix debate - cleared - I plead guilty :(
Posted by [Goztow](#) on Tue, 08 Dec 2009 20:47:36 GMT
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cmatt42 wrote on Tue, 08 December 2009 19:17Goztow wrote on Tue, 08 December 2009 01:26For Renegade of course.

I'm fully aware that TT shouldn't include balance changes, but the keyword here is should. I want to be damn sure it doesn't before it's pushed. The fact if something is a bug or a balance issue can be different in the eye of the beholder, as was shown in the past.
I think this is the most nonsensical post I've ever seen you write.
OK, one word: POINTSFIX.

Subject: Re: beta test TT patch
Posted by [HaTe](#) on Tue, 08 Dec 2009 22:21:24 GMT
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Goztow wrote on Tue, 08 December 2009 14:47cmatt42 wrote on Tue, 08 December 2009 19:17Goztow wrote on Tue, 08 December 2009 01:26For Renegade of course.

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I think this is the most nonsensical post I've ever seen you write.
OK, one word: POINTSFIX.
Don't start that here...lol.

Subject: Re: beta test TT patch
Posted by [cmatt42](#) on Wed, 09 Dec 2009 07:16:59 GMT
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Goztow wrote on Tue, 08 December 2009 14:47
OK, one word: POINTSFIX.
The points issue is something that's been fixed a long time ago without the hands of APB or Reborn testers. As far as scripts 4.0 go, we're just testing the functionality to make sure everything works. Anything relating to Renegade's balance is, quite frankly, out of our scope.

Subject: Re: beta test TT patch
Posted by [Goztow](#) on Wed, 09 Dec 2009 09:21:46 GMT
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cmatt42 wrote on Wed, 09 December 2009 08:16Goztow wrote on Tue, 08 December 2009 14:47
OK, one word: POINTSFIX.
The points issue is something that's been fixed a long time ago without the hands of APB or

Reborn testers. As far as scripts 4.0 go, we're just testing the functionality to make sure everything works. Anything relating to Renegade's balance is, quite frankly, out of our scope. Thank you, that's what I mean.

Subject: Re: beta test TT patch
Posted by [ELiT3FLyR](#) on Wed, 09 Dec 2009 22:01:39 GMT
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how can you say that changing the point system doesnt effect balance? half of renegade wasnt against it because they wouldnt get 50 extra points for hitting the harvy, as a certain person had u beleive.

Subject: Re: beta test TT patch
Posted by [Wiener](#) on Wed, 09 Dec 2009 22:25:15 GMT
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huzzah! here we go

Subject: Re: beta test TT patch
Posted by [HaTe](#) on Wed, 09 Dec 2009 22:25:52 GMT
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HaTe wrote on Tue, 08 December 2009 22:21Goztow wrote on Tue, 08 December 2009 14:47cmatt42 wrote on Tue, 08 December 2009 19:17Goztow wrote on Tue, 08 December 2009 01:26For Renegade of course.

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Subject: Re: beta test TT patch
Posted by [Carrierll](#) on Wed, 09 Dec 2009 22:27:23 GMT
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As a moderator:

DO NOT START A POINTSFIX DEBATE/FLAME WAR IN THIS TOPIC.

Offenders will be banned. Go start it where it belongs.

Subject: Re: beta test TT patch
Posted by [HaTe](#) on Thu, 10 Dec 2009 00:04:48 GMT
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CarrierII wrote on Wed, 09 December 2009 16:27As a moderator:

DO NOT START A POINTSFIX DEBATE/FLAME WAR IN THIS TOPIC.

Offenders will be banned. Go start it where it belongs.
Thank you.

Subject: Re: beta test TT patch
Posted by [Goztow](#) on Thu, 10 Dec 2009 07:34:17 GMT
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It was just an example .

Subject: Re: beta test TT patch
Posted by [Gen_Blacky](#) on Fri, 11 Dec 2009 14:56:52 GMT
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CarrierII wrote on Wed, 09 December 2009 16:27As a moderator:

DO NOT START A POINTSFIX DEBATE/FLAME WAR IN THIS TOPIC.

Offenders will be banned. Go start it where it belongs.

Can you ban moderators ... Goztow

Subject: Re: beta test TT patch
Posted by [YazooGang](#) on Sat, 12 Dec 2009 00:12:07 GMT
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Gen_Blacky wrote on Fri, 11 December 2009 08:56CarrierII wrote on Wed, 09 December 2009 16:27As a moderator:

DO NOT START A POINTSFIX DEBATE/FLAME WAR IN THIS TOPIC.

Offenders will be banned. Go start it where it belongs.

Can you ban moderators ... Goztow

I can.

YazooGang:Iban Goztow Fobby said so.

Host: Sorry, Goztow is an awesome moderator, we cant ban him :/

Opps, sorry man, cant.

Subject: Re: beta test TT patch

Posted by [Spoony](#) on Sat, 12 Dec 2009 07:46:01 GMT

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ELiT3FLyR wrote on Wed, 09 December 2009 16:01how can you say that changing the point system doesnt effect balance? half of renegade wasnt against it because they wouldnt get 50 extra points for hitting the harvy, as a certain person had u beleive. again it seems that the extraordinary lengths i went to to acknowledge and respond to people's criticisms of the pointsfix are in inverse proportion to the attention they paid to my own statements.

the only criticism from you that lasted more than thirty seconds in a debate was about mesa (although the fact you focused on this one map while totally ignoring the vastly improved fairness of under, field and wallsfly said a lot more than you meant it to), and i said right from the beginning that this was because the map itself had a huge bug that could also be fixed (deadzones). lo and behold, fixing that has revolutionised the map.

don't go misrepresenting my statements on the pointsfix and don't go pretending that i didn't make an extraordinarily careful and thoughtful case in its favour, it's only gonna end with you looking stupid and/or dishonest yet again.

but i will agree with you on one thing: i won't hear it said that the pointsfix doesn't affect balance. of course it does; it fixes a glaring balance problem. getting points and credits for absolutely no reason. of course removing this bullshit is going to affect balance; the fact it affects balance so positively is the best thing about it.

"how can you say that changing the point system doesnt effect balance?"

indeed. of course changing the original points system, thereby allowing you to get points and credits for absolutely no reason, will affect the game's balance.

Subject: Re: beta test TT patch

Posted by [Goztow](#) on Sat, 12 Dec 2009 08:41:05 GMT

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What have I done?

Subject: Re: beta test TT patch

Posted by [Sean](#) on Sat, 12 Dec 2009 23:22:52 GMT

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Goztow wrote on Sat, 12 December 2009 02:41: What have I done?

Quick split topic b4 carrier comes back

Pointsfix does suck imo tho.

Subject: Re: beta test TT patch

Posted by [RadioactiveHell](#) on Mon, 14 Dec 2009 07:25:57 GMT

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Imao, well done Goztoe

Subject: Re: beta test TT patch

Posted by [Tiesto](#) on Mon, 14 Dec 2009 15:31:29 GMT

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SoQRadio wrote on Mon, 14 December 2009 08:25: Imao, well done Goztoe

Subject: Re: beta test TT patch

Posted by [KobraOps](#) on Wed, 16 Dec 2009 20:59:20 GMT

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Spoony wrote on Sat, 12 December 2009 01:46

"how can you say that changing the point system doesnt effect balance?"

indeed. of course changing the original points system, thereby allowing you to get points and credits for absolutely no reason, will affect the game's balance.

For "absolutely no reason" it has been perfectly fine the last 7 years.

Subject: Re: beta test TT patch

Posted by [EvilWhiteDragon](#) on Wed, 16 Dec 2009 22:24:03 GMT

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KobraOps wrote on Wed, 16 December 2009 21:59: Spoony wrote on Sat, 12 December 2009 01:46

"how can you say that changing the point system doesnt effect balance?"

indeed. of course changing the original points system, thereby allowing you to get points and

credits for absolutely no reason, will affect the game's balance.

For "absolutely no reason" it has been perfectly fine the last 7 years.
Just like smoking is healthy. For years it was even recommended by doctors when people where stressed.

Subject: Re: beta test TT patch
Posted by [Spoony](#) on Wed, 16 Dec 2009 22:33:07 GMT
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KobraOps wrote on Wed, 16 December 2009 14:59Spoony wrote on Sat, 12 December 2009 01:46

"how can you say that changing the point system doesnt effect balance?"
indeed. of course changing the original points system, thereby allowing you to get points and credits for absolutely no reason, will affect the game's balance.

For "absolutely no reason" it has been perfectly fine the last 7 years.
if you think it was "fine" then you obviously don't mind the wrong team winning, defensive play being rewarded instead of offensive play, the economy system almost disappearing, certain maps being horribly lopsided, the ladder being almost meaningless etc etc etc

Subject: Re: beta test TT patch
Posted by [GEORGE ZIMMER](#) on Thu, 17 Dec 2009 00:29:50 GMT
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KobraOps wrote on Wed, 16 December 2009 14:59Spoony wrote on Sat, 12 December 2009 01:46

"how can you say that changing the point system doesnt effect balance?"
indeed. of course changing the original points system, thereby allowing you to get points and credits for absolutely no reason, will affect the game's balance.

For "absolutely no reason" it has been perfectly fine the last 7 years.
OH GOD NO, CHANGE
I GUESS WE HAVE TO BITCH AND MOAN ABOUT IT

why not play 1.00 version of Renegade while you're at it

Subject: Re: beta test TT patch
Posted by [HaTe](#) on Thu, 17 Dec 2009 00:44:50 GMT
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Cuz no flying, why else?

And Spooky, did the ladder system ever really have a meaning? Not to mention that some of the other things you mentioned still exist..

I'm willing to adopt to whatever changes are made, but i would also prefer less major impact changes, so i do not have to adapt as much.

Subject: Re: beta test TT patch

Posted by [Spooky](#) on Thu, 17 Dec 2009 01:33:19 GMT

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HaTe wrote on Wed, 16 December 2009 18:44: And Spooky, did the ladder system ever really have a meaning?

no, and the fact you could get points for absolutely no reason and the fact the wrong team won a lot of the time was a huge part of why.

i've drawn up a system to make the public-server ladder worth something, just waiting for it to be implemented. and i've already done so with the clan ladder, as you know.

Quote: Not to mention that some of the other things you mentioned still exist..
go on?

Quote: I'm willing to adopt to whatever changes are made, but i would also prefer less major impact changes, so i do not have to adapt as much.

it doesn't take much work to "adapt" to the original renegade points and economy system, you just need to remember to actually do damage instead of shooting things ineffectually.

Subject: Re: beta test TT patch

Posted by [HaTe](#) on Thu, 17 Dec 2009 01:56:05 GMT

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Quote: it doesn't take much work to "adapt" to the original renegade points and economy system, you just need to remember to actually do damage instead of shooting things ineffectually.

Thing is, for example, if you are used to sniping, and getting points to win by shooting tanks with heavy armor, then it does take adaptation to know that there is now no point in shooting them.

Just one of many examples i could use, just takes less time, and is easier on us all if we just don;t have to, if not needed. I know you feel that it IS needed, which is fine by me, just that others do not.

Subject: Re: beta test TT patch

Posted by [Spooky](#) on Thu, 17 Dec 2009 03:09:05 GMT

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HaTe wrote on Wed, 16 December 2009 19:56: Thing is, for example, if you are used to sniping, and getting points to win by shooting tanks with heavy armor, then it does take adaptation to know

that there is now no point in shooting them.

the fault for this belongs entirely to the points bug - it taught you ridiculously bad habits. still, it shouldn't take you much brainpower to get over that one - if your reaction upon seeing a heavy vehicle threatening your base is to shoot it ineffectually, i put it to you that you were never a good player in the first place.

Quote:Just one of many examples i could use
don't hide behind that, give all of the "many".

Quote:just takes less time, and is easier on us all if we just don;t have to, if not needed. I know you feel that it IS needed, which is fine by me, just that others do not.
well, that says it all, doesn't it.

if you don't think the maps should be fair, and if you don't think offensive play should trump defensive play, and if you don't think points ought to mean anything at all, and if you don't really think the game ought to have an economy system, then you won't see the need in implementing the original points system.

Subject: Re: beta test TT patch
Posted by [GEORGE ZIMMER](#) on Thu, 17 Dec 2009 06:04:04 GMT
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Spoony, there's no sense arguing. Any sensible person knows you're right- and someone who can't make any sense won't try to be anything else.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Goztow](#) on Thu, 17 Dec 2009 12:50:37 GMT
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Split here. Sorry for starting this again .

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ELiT3FLyR](#) on Thu, 17 Dec 2009 14:13:44 GMT
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mr zimmer, i dont think spoony is interested in a a relationship so u can stop sucking up to him now.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [reborn](#) on Thu, 17 Dec 2009 15:15:45 GMT
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ELiT3FLyR wrote on Thu, 17 December 2009 09:13mr zimmer, i dont think spoony is interested in a a relationship so u can stop sucking up to him now.

Ah yes, comments and inuendo about sexual preference. A sure fire way to win the arguement! Why not just do away with the actual debate all together and out right call him a fag? Oh wait, you did.

You don't look clever, you don't look tough. If you've managed to impress anyone, it's only other retards.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [GEORGE ZIMMER](#) on Thu, 17 Dec 2009 18:50:20 GMT
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ELiT3FLyR wrote on Thu, 17 December 2009 08:13mr zimmer, i dont think spoony is interested in a a relationship so u can stop sucking up to him now.
loool.

You do know that Spoony has tried for AGES to come to a compromise between people who want pointsfix and those who don't, right?

Guess who try the hardest to make the compromises? The pro-pointsfix crowd. The anti-pointsfix crowd does nothing but throw out retarded "insults", make up stupid terms they refuse to change (calling the pointsfix a "pointmod" and such), using nonsensical logic constantly (THE POINTSFIX IS BAD BECAUSE IT'S NOT WHAT ORIGINAL RENEGADE USED SO POINTSFIX IS BAD), and generally being assholes.

I see no reason why Spoony has to continue with the constant stream of bullshit. And people like you only further my opinion (which seems more and more to be a fact) of the anti-pointsfix crowd.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [JohnDoe](#) on Thu, 17 Dec 2009 19:05:04 GMT
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These threads stopped being funny a long time ago.

1. Pointsfix makes public server gameplay better
2. Pointsfix creates more problems than it solves in clanwars

mmmmhh

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [luv2pb](#) on Thu, 17 Dec 2009 19:07:00 GMT

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GOZTOE THIS TIME YOU HAVE GONE TO FAR!

(I can't believe no one did that yet)

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [HaTe](#) on Thu, 17 Dec 2009 19:25:55 GMT

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I fail to see how I'm in the anti-pointsfix crowd.

Spoony, you known all of the adjustments the pointsfix made, so why would you want me to restate them? I have no intention of being quote spammed all day long you, as i am sure you would not hesitate to do. I am not agreeing or disagreeing with you, all i said that is I will adjust to anything, as long as it is fair. Meaning that I will still play with the pointsfix, and i will not complain about it...I just think that some certain things will take some getting used to, and that I personally don't see them necessary. I have no intentions of posting every last one, as you would find a way to try and convince me that it is for the better in each case, and i just wish to save us both the time - I am arrogant. No need attacking a person for posting his opinion, when it is neither with you, or against you, it will just make said person turn more against you in the end. I think that that may be a reason why some people may not like you, but hey, that's just my opinion again.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [EvilWhiteDragon](#) on Thu, 17 Dec 2009 19:54:49 GMT

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ELiT3FLyR wrote on Thu, 17 December 2009 15:13mr zimmer, i dont think spoony is interested in a a relationship so u can stop sucking up to him now.

Anti-pointfix camp loses because of Chew's law.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [ChewML](#) on Thu, 17 Dec 2009 19:54:52 GMT

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So the other day I am playing field. I am on GDI and trying to hold our position at Nod's base front. I had been using a MRLS most of the game, used a few meds when I could afford them... kept losing tanks because nobody was helping in field. It was a smaller game. Getting closer to the end of the round I was noticing somebody else on my team had a lot of points, they were even passing me at some times while I repaired. I look back and see a havoc... apparently this asshole had been sitting there all round shooting the harvester trying to get MVP. I didn't feel he deserved MVP for n00bjetting the harv for 30 mins... so I started trying to kill the harvester as soon as I could. If that stupid point whore would have actually helped me in the field we might have ended that map a lot sooner with a base kill...

Stupid shit like this makes me for pointfix. If you want points you should do something worth the points.

MVP = most valuable player... I don't give a shit how many points you get, you are not truly valuable to the team sniping a harvester... unless of course you downloaded some nifty extra that will enable you to actually kill the damn thing.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Thu, 17 Dec 2009 19:57:09 GMT
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EvilWhiteDragon wrote on Thu, 17 December 2009 13:54ELiT3FLyR wrote on Thu, 17 December 2009 15:13mr zimmer, i dont think spoony is interested in a a relationship so u can stop sucking up to him now.

Anti-pointfix camp loses because of Chew's law.

LOL, gg.

double post, but couldn't help it

Subject: Re: beta test TT patch
Posted by [KobraOps](#) on Thu, 17 Dec 2009 20:20:21 GMT
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GEORGE ZIMMER wrote on Wed, 16 December 2009 18:29KobraOps wrote on Wed, 16 December 2009 14:59Spoony wrote on Sat, 12 December 2009 01:46
"how can you say that changing the point system doesnt effect balence?"
indeed. of course changing the original points system, thereby allowing you to get points and credits for absolutely no reason, will affect the game's balance.

For "absolutely no reason" it has been perfectly fine the last 7 years.

OH GOD NO, CHANGE

I GUESS WE HAVE TO BITCH AND MOAN ABOUT IT

You dirty obama lover. Keep ur change.

Oh and comparing playing a video game to smoking, wtf?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [KobraOps](#) on Thu, 17 Dec 2009 20:22:56 GMT
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Chew wrote on Thu, 17 December 2009 13:54 So the other day I am playing field. I am on GDI and trying to hold our position at Nod's base front. I had been using a MRLS most of the game, used a few meds when I could afford them... kept losing tanks because nobody was helping in field. It was a smaller game. Getting closer to the end of the round I was noticing somebody else on my team had a lot of points, they were even passing me at some times while I repaired. I look back and see a havoc... apparently this asshole had been sitting there all round shooting the harvester trying to get MVP. I didn't feel he deserved MVP for n00bjetting the harv for 30 mins... so I started trying to kill the harvester as soon as I could. If that stupid point whore would have actually helped me in the field we might have ended that map a lot sooner with a base kill...

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Most servers allow you to shoot enemy buildings with your tank, fyi.

Subject: Re: beta test TT patch
Posted by [GEORGE ZIMMER](#) on Thu, 17 Dec 2009 20:59:13 GMT
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KobraOps wrote on Thu, 17 December 2009 10:20 You dirty obama lover. Keep ur change.
LOL

KobraOps wrote on Thu, 17 December 2009 10:20 Oh and comparing playing a video game to smoking, wtf?

It actually makes perfect sense if you stop and think about it. Oh, wait, haha.

Subject: Re: beta test TT patch
Posted by [EvilWhiteDragon](#) on Thu, 17 Dec 2009 21:08:52 GMT
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KobraOps wrote on Thu, 17 December 2009 21:20 GEORGE ZIMMER wrote on Wed, 16 December 2009 18:29 KobraOps wrote on Wed, 16 December 2009 14:59 Spoony wrote on Sat, 12 December 2009 01:46

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Oh and comparing playing a video game to smoking, wtf?

So, we shouldnt release TT at all As it will change gameplay (with or without pointfix)

NOES!!!1!

Subject: Re: beta test TT patch

Posted by [GEORGE ZIMMER](#) on Thu, 17 Dec 2009 21:29:59 GMT

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EvilWhiteDragon wrote on Thu, 17 December 2009 15:08KobraOps wrote on Thu, 17 December 2009 21:20GEORGE ZIMMER wrote on Wed, 16 December 2009 18:29KobraOps wrote on Wed, 16 December 2009 14:59Spoony wrote on Sat, 12 December 2009 01:46

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So, we shouldnt release TT at all As it will change gameplay (with or without pointfix)

NOES!!!1!

Guess so, EWD. We have been defeated. I guess we should pack up our bags and leave, obviously we're no good to the Renegade community to want the pointsfix

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [ChewML](#) on Thu, 17 Dec 2009 22:01:26 GMT

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KobraOps wrote on Thu, 17 December 2009 14:22Most servers allow you to shoot enemy buildings with your tank, fyi.

No shit... rly? I will have to try that next time... Dumbass. Everytime I went up to hit the buildings I would lose my tank because no support and Nod was camping.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Thu, 17 Dec 2009 22:09:25 GMT
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ELiT3FLyR wrote on Thu, 17 December 2009 08:13mr zimmer, i dont think spoony is interested in a a relationship so u can stop sucking up to him now.

this is another thing you always see from the anti-pointsfix brigade. whenever someone agrees with me, there's always some way of trying to dismiss what they say because there must be some ulterior motive for it, instead of the simple truth: "he thinks spoony's right"

GEORGE ZIMMER wroteYou do know that Spoony has tried for AGES to come to a compromise between people who want pointsfix and those who don't, right?

Guess who try the hardest to make the compromises? The pro-pointsfix crowd. The anti-pointsfix crowd does nothing but throw out retarded "insults", make up stupid terms they refuse to change (calling the pointsfix a "pointmod" and such), using nonsensical logic constantly (THE POINTSFIX IS BAD BECAUSE IT'S NOT WHAT ORIGINAL RENEGADE USED SO POINTSFIX IS BAD), and generally being assholes.

I see no reason why Spoony has to continue with the constant stream of bullshit. And people like you only further my opinion (which seems more and more to be a fact) of the anti-pointsfix crowd. this is true and i've remarked upon it several times. i can and will go further on what the anti-pointsfix crowd likes to do: making up fake quotes and pretending i said them (THERE HAS NEVER BEEN A POINTSFIX DEBATE WHEN THEY DIDN'T TRY THAT!)

no matter how many times the anti-pointsfix crowd get caught lying to the community to try to win an argument, insult anyone who disagrees with them etc etc etc - meanwhile i'm the one going to absolutely incredible lengths to encourage debate, engage everybody's opinion and suggest all sorts of compromises, they still have the bollock-brained stupidity of portraying me as the ignorant, offensive one. it's like something from a lewis carroll novel, it really is.

SS wroteThese threads stopped being funny a long time ago.

1. Pointsfix makes public server gameplay better
2. Pointsfix creates more problems than it solves in clanwars

well, you might wanna try playing clanwars on the new system. four bugs are now fixed, and for the first time they've ALL been fixed. pointsbug, vehicle neutrality (i.e. jumping out of your tank before it dies), harv blocking, and mesa deadzones.

all the maps are now fair. mesa was the exception, but that's precisely because there was another glaring map issue that needed fixing too - and i said so right from the beginning. disallowing harvblock also completes the jigsaw; with no harvblocking and the original renegade points and economy system, we're finally seeing renegade as it was supposed to be in the first place.

creates more problems than it solves? well, you might have been around a couple of years ago when i had to make a certain new rule. you may remember it. certain players would always leave at the start of some maps if they got the "bad" side... maps like field, under, wallsfly. they'd always pretend that wasn't why they were leaving, but you knew it always was. i made a rule putting a stop to that... that rule would be totally unnecessary now because the maps are actually fair.

and here's another big point - every single clanwar has been won by the right team now. that certainly wasn't the case before. a few people like simpee and karmai have tried to give examples to the contrary, and they get refuted immediately every single time. of course, they never admit as much and they'd certainly never change their overall viewpoint based upon it, but hey.

HaTe wrote all i said that is I will adjust to anything, as long as it is fair. Meaning that I will still play with the pointsfix, and i will not complain about it...

ah. i see where you're coming from. i'm much the same. i'll adjust to things as long as they're fair too... that's why i've been criticising the points bug for years, long before black-intel identified the code problem.

HaTe wrote i just think that some certain things will take some getting used to, and that I personally don't see them necessary.

again, this is exactly why the points bug is such a big pile of shit and why the pointsfix ought to be implemented widely. the points bug teaches people really shitty habits to new players. i don't think anyone new to the game ought to be subjected to it when they could be playing the game the way it originally was (pointsfix, no harvblock etc).

this is a handy thought-exercise i proposed some time ago. give it a go. let's say the points bug never existed, and let's say someone like... pulling a name out of a hat here... simpee came along and suggested it.

imagine how the conversation would go. remember, everybody by this time is used to the original renegade points and economy system, the pointsfix.

simpee: hi guys, ive got an idea for a points mod.

spoony: go on?

simpee: it will mean you can get too many points for shooting tanks, and it will mean snipers and auto rifles can get points for shooting tanks even though they aren't doing damage.

spoony: ummm.... why?

simpee: i don't know.

spoony: but it doesn't make sense... why did you come to this conclusion?

simpee: you're asking a lot of questions.

spoony: so.... more points shooting tanks, eh?

simpee: well not exactly. here's the clever bit. **ONLY WHEN THEY HAVE GREEN HEALTH!**
tadaa!!

spoony: why? if you think this is a good idea, why not when they have red/yellow health too?

simpee: shut up.

spoony: and why just tanks if this is the way you're thinking? why not infantry too? why not buildings as well?

simpee: there's something scary behind you!

spoony: is there any evidence that this is what was SUPPOSED to happen?

simpee: no, in fact all the evidence is the other way.

spoony: the maps right now are pretty fair... i'm worried that this will affect balance. do you think balance between nod and gdi will be improved by this?

simpee: are you kidding? i can't wait for easy wins on field, under and wallsfly as gdi.

spoony: what about the economy system? if you can get money for no reason too, isn't that a BAD

thing for the game's economy system?

simpee: what were we talking about again?

spoony: and isn't this going to teach people bad habits? for example, if there's a tank threatening your base, might not this teach people to shoot it with an autorifle like an idiot instead of actually doing something to fend it off, or fix a building?

simpee: where am i?

spoony: what about individual score? if you can get points for no reason then doesn't that mean individual score is rather meaningless, and therefore the ladder will be devalued?

simpee: i sure hope so.

spoony: so in a nutshell... this idea of yours, this points mod... it doesn't make any kind of sense, it contradicts itself internally, it makes some maps unfair, it ruins the economy system, it devalues the game's ladder, it teaches people stupid habits, and it wasn't supposed to happen in the first place.... is that a fair assessment?

simpee: im gonna spend the next 2 years making up fake quotes and pretending u said them, thatll teach you for disagreeing with me

spoony: without trying to sound too disrespectful, how did you even manage to come up with such a stupid idea?

simpee: dunno, i think i dreamt it

After all that, do you think anyone would want the points bug? all of its effects on gameplay are bad. I think I might actually start calling that "the point mod" from now on. after all, that's pretty much exactly what it is. people may have noticed that recently i've started referring to the pointsfix by another term: "the original renegade points and economy system".

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Tunaman](#) on Thu, 17 Dec 2009 22:19:21 GMT

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Does it actually fix jumping out before your vehicle dies?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Thu, 17 Dec 2009 22:23:27 GMT

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spoony, you will never ever ever ever convince simpee? why are you still bothering? :/

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [raven](#) on Thu, 17 Dec 2009 22:34:28 GMT

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topic 9,012 on the pointsfix.. and imagine this: no one has changed their opinions.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Thu, 17 Dec 2009 22:40:54 GMT
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indeed, a fanatical unwillingness to admit error is another staple of the anti-pointsfix crowd.

what's really funny is simpee tries to make the same point against me - indeed, he said so barely a day ago - which would indicate that he disapproves of that kind of behaviour. trouble is he keeps getting proven wrong when he says so about me

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [liquidv2](#) on Thu, 17 Dec 2009 23:29:00 GMT
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JohnDoe wrote on Thu, 17 December 2009 13:05These threads stopped being funny a long time ago.

1. Pointsfix makes public server gameplay better
2. Pointsfix creates more problems than it solves in clanwars

mmmmhh
sometimes, but not necessarily

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Thu, 17 Dec 2009 23:49:00 GMT
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Well, about the infantry shooting tanks thing, usually a heavy armored tank will easily kill an infantry unit, so the infantry unit needs something to get out of defending himself from the tank, points will work. I suppose maybe that is what EA and Westwood were thinking? It's more logic that what your fake logs with Simpee have at least , still though, I see what you mean, and the pointsfix is for the better, sometimes, in my opinion.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [BlueThen](#) on Thu, 17 Dec 2009 23:55:19 GMT
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You can't really instantly conclude that it'll help or worsen clanwars and gameplay. Can't we just take a logical approach here, skip all the politics, and just put it to some testing?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [KobraOps](#) on Fri, 18 Dec 2009 00:46:30 GMT

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shit y everyone gettin so serious

Im just trying to hate on obama

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Fri, 18 Dec 2009 00:56:58 GMT
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KobraOps wrote on Thu, 17 December 2009 18:46shit y everyone gettin so serious

Im just trying to hate on obama

... then make a different topic... proolly in spam fest.

Pointsfixmod is serious business.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [KobraOps](#) on Fri, 18 Dec 2009 01:06:01 GMT
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Apparently. Does anyone read the essays spoonny writes?

I give u a B+ for the last one, i didnt read it but it appears you cited your sources well, because you have many quotes. And probably some strong refuting arguments.

And how are smoking and renegade related? Renegade isnt real and smoking is. However studies do show that both Renegade and smoking will cause cancer, so if thats ur angle then u have a good point.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [EvilWhiteDragon](#) on Fri, 18 Dec 2009 01:21:11 GMT
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KobraOps wrote on Fri, 18 December 2009 02:06Apparently. Does anyone read the essays spoonny writes?

I give u a B+ for the last one, i didnt read it but it appears you cited your sources well, because you have many quotes. And probably some strong refuting arguments.

And how are smoking and renegade related? Renegade isnt real and smoking is. However studies do show that both Renegade and smoking will cause cancer, so if thats ur angle then u

have a good point.

Well actually my point was that smoking and Renegade without pointfix causes brain tumors to evolve rapidly. Although at the moment scientists are researching the possibility the opposite is true: Those who are anti-pointfix already have a brain tumor and therefore their intelligence is already dropping. It's not yet official, but the first clues hint in this direction.

Btw, this discussion ended about where the first faggot remark was made, pretty much right at the start.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [KobraOps](#) on Fri, 18 Dec 2009 02:24:59 GMT
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EvilWhiteDragon wrote on Thu, 17 December 2009 19:21KobraOps wrote on Fri, 18 December 2009 02:06Apparently. Does anyone read the essays spoony writes?

I give u a B+ for the last one, i didnt read it but it appears you cited your sources well, because you have many quotes. And probably some strong refuting arguments.

And how are smoking and renegade related? Renegade isnt real and smoking is. However studies do show that both Renegade and smoking will cause cancer, so if thats ur angle then u have a good point.

Well actually my point was that smoking and Renegade without pointfix causes brain tumors to evolve rapidly. Although at the moment scientists are researching the possibility the opposite is true: Those who are anti-pointfix already have a brain tumor and therefore their intelligence is already dropping. It's not yet official, but the first clues hint in this direction.

I beg to differ. Having brain tumors does not necessarily mean a loss in intelligence. Faggot.

But I dont think the pointsfix actually matters cause if people stop playing it isnt going to be because of it.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ELiT3FLyR](#) on Fri, 18 Dec 2009 02:49:55 GMT
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bla bla, mr i ruined two maps better than field to fix field, which only works because of an extra rule i had to add to make sure nod didnt dominate easy. so how bout that vechile allignment bla bla mod, the one that completes pointfix but only goes to create another glitch that u then dont even tell people about until they find out themselves and try to blow their tank up 5 seconds after

they get out only realise its indestructable?

u really didnt need to jump all over this, i cant resist the urge to post when the people patching the game are like, "wtf, changing the pointsystem doesnt change balance" but f00k this argument, the changes are almost all negative but theyre not worth the 4000 pages spent arguing over it.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [Spoony](#) on Fri, 18 Dec 2009 03:01:35 GMT

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HaTe wrote on Thu, 17 December 2009 17:49Well, about the infantry shooting tanks thing, usually a heavy armored tank will easily kill an infantry unit, so the infantry unit needs something to get out of defending himself from the tank, points will work.
that's just downright stupid.

Quote:I suppose maybe that is what EA and Westwood were thinking?
it's been proven again and again and again that westwood did not intend the point mod to exist.

Quote:It's more logic that what your fake logs with Simpee have at least actually no. they're not intended to be "logs", it's a fictional depiction of how the argument would have happened had the situation been the other way around. as it happens, the arguments within it are pretty good summations of the actual debates that have happened, i.e. absolutely nobody on the anti-pointsfix crowd coming up with even a poor answer to some pretty basic and important questions.

and no, it's not more logical.

BlueThen wroteYou can't really instantly conclude that it'll help or worsen clanwars and gameplay. Can't we just take a logical approach here, skip all the politics, and just put it to some testing? of course you can't "instantly conclude" that, that's why i've insisted on a great deal of balance testing. as far as clanwars go, the results have been better than i'd hoped; all of my theories turned out to be absolutely right. every game on the new system has gone to the right clan; that was definitely NOT the case before. incidentally, quite a few people on the anti-pointsfix side have took their usual approach. during the initial testing they embarked on a campaign of lies, manipulation and sabotage to try to get it removed from the clanwar servers, then later lied to everybody and said they did test the full pointsfix (untrue).

i'd have loved to "skip all the politics" there, but the anti-pointsfix crowd had other ideas. still, they utterly failed, the pointsfix is where it should be and the clanwars league just had the best month it's had in years. result. still, if people still want to talk about the pointsfix being applied "democratically", then you're not entitled to forget what its opponents did during the testing period.

KobraOps wroteApparently. Does anyone read the essays spoony writes?

I give u a B+ for the last one, i didnt read it but it appears you cited your sources well, because

you have many quotes. And probably some strong refuting arguments.
as i said, lots of people on the anti-pointsfix crowd have a long history of completely ignoring what the person they're arguing with is saying, often following that up by calling me the ignorant one.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [Spoony](#) on Fri, 18 Dec 2009 03:09:05 GMT

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ELiT3FLyR wrote on Thu, 17 December 2009 20:49bla bla, mr i ruined two maps better than field to fix field, which only works because of an extra rule i had to add to make sure nod didnt dominate easy.

which two maps are you talking about, and which "extra rule"? i think i know, but i'd like to hear it.

Quote:so how bout that vechile allignment bla bla mod, the one that completes pointfix but only goes to create another glitch that u then dont even tell people about until they find out themselves and try to blow their tank up 5 seconds after they get out only realise its indestructable? that very briefly used to be the case, but it was tweaked as soon as we found that out, at my behest.

even with the 5-second situation (which isn't the case anymore), it's far better than the previous situation. when i first came back to clanwars, you might remember i joined you and clear and some others in a few funwars using your point mod. the way you guys played was just laughable - getting loads of sakuras in the last minute of cityfly, jumping out of your tank before it dies every single time. you wanna go back to that ridiculous bullshit, you're welcome to it. i'd rather play the original renegade, as we currently are at clanwars.

Quote:but theyre not worth the 4000 pages spent arguing over it.

i certainly prefer this position to your previous position, which is that any clanwars league using the original points and economy system must be sabotaged, and that no public server must be allowed to use it either because then there'd be less servers with your point mod for you to play on. that old position of yours was perhaps going a little too far, hmmm?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [ChewML](#) on Fri, 18 Dec 2009 05:35:44 GMT

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KobraOps wrote on Thu, 17 December 2009 19:06Does anyone read the essays spoony writes?

I give u a B+ for the last one, i didnt read it but it appears you cited your sources well, because you have many quotes. And probably some strong refuting arguments.

Wow...and that was one of the shorter ones. You should teach an English class or something... bet the students would love to have someone who just glances at something to see how long it is. I know I sure would have loved it.

Why even bother posting in this thread if you are not gonna read what others have to say? Maybe if you took time to read you would agree with pointfix.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Goztow](#) on Fri, 18 Dec 2009 07:59:54 GMT
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Fact is most people against it haven't even tried it. The only real objective and circumstanced argument I ever saw in a pointsfix debate came from Jelly (I think) who said the pointfix made marathon games less enjoyable because there's less money in the game. Spooky then launched a topic with multiple alternative solutions to bring more money into the game in an objective way but this was utterly ignored by all anti pointfix people.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [JohnDoe](#) on Fri, 18 Dec 2009 08:51:50 GMT
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The Pointsfix makes the game more balanced, it just took some of the speed out of clanwars...granted, I haven't played a clanwars in 2 years, but I guess the game is still pretty much over if i.e. your sniper gets shot in the face right away. Renegade is already rather predictable, the pointsfix simply makes it even easier to guess the opponents' cash supply. In a way, it made the game worse by making it better in theory. I can't comment on the harv blocking and jumping out of vehicles stuff...just out of curiosity, does that include blocking your opponent's harv?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Goztow](#) on Fri, 18 Dec 2009 09:40:26 GMT
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Those special crates also make the game less predictable, that doesn't mean they make the games any better...

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spooky](#) on Fri, 18 Dec 2009 10:49:55 GMT
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JohnDoe wrote on Fri, 18 December 2009 02:51The Pointsfix makes the game more balanced, it just took some of the speed out of clanwars...granted, I haven't played a clanwars in 2 years, but I guess the game is still pretty much over if i.e. your sniper gets shot in the face right away. Renegade is already rather predictable, the pointsfix simply makes it even easier to guess the opponents' cash supply. oddly enough, the opposite is true. a lot of new strats have opened up. you speak of cityfly and

wallsfly - you see more early rushes now, remote rush gambits, multiple lights, the odd MRLS etc etc etc. there's more than one way of playing the map now than just saving for an orca and a havoc...

Quote:I can't comment on the harv blocking and jumping out of vehicles stuff...just out of curiosity, does that include blocking your opponent's harv?
the main gist of the rule is that you're not allowed to block your own harv. this has done wonders for field and under, works well on cityfly too.

you can hinder the enemy harv, but i did disallow that crap on complex/islands where you wedge the enemy harv next to the door.

Goztow wroteFact is most people against it haven't even tried it. The only real objective and circumstanced argument I ever saw in a pointsfix debate came from Jelly (I think) who said the pointfix made marathon games less enjoyable because there's less money in the game. Spooky then launched a topic with multiple alternative solutions to bring more money into the game in an objective way but this was utterly ignored by all anti pointfix people.
mmhmm.

what's sad is it's perfectly possible to keep your economy stable so long as you play it smart. most people have learned so many bad habits thanks to the points bug that they don't play smart. they say odd things like: if your base is under siege and you can't shoot the meds with a nod soldier, how are you supposed to get money? stop and think about that for a second, these people have been playing this game for years, but you wouldn't think so. i mean, they spend half the game shooting stuff they don't damage, and then they wonder why their harv never gets back and why they lose buildings all the time.

Subject: Re: beta test TT patch
Posted by [Sean](#) on Fri, 18 Dec 2009 10:55:15 GMT
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Why not play Rene the way we're supposed to?

It might be 'unfair' in some people's opinions, but that's how the game as made.

No need for any addon pointfixs imo.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [GoldDrag](#) on Fri, 18 Dec 2009 11:15:58 GMT
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Lol the game is already shit with the graphics, making it nicer with skins is the only way to make it a cooler game imo, and skill ofc.

Anyway, I use skins to give Renegade a new look every month. So it doesn't bore me out.

Subject: Re: beta test TT patch
Posted by [Spoony](#) on Fri, 18 Dec 2009 11:28:54 GMT
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Azazel wrote on Fri, 18 December 2009 04:55Why not play Rene the way we're supposed to?

It might be 'unfair' in some people's opinions, but that's how the game as made.

No need for any addon pointfixs imo.

the pointfix IS how the game was made, it IS the way we were "supposed" to play. the bug that allows you to get points and money for absolutely no reason, that is the addon, that is the mod. it does not even have the benefit of being there on purpose, nobody chose to put it there.

check my semi-hypothetical conversation near the bottom of page two; if that does not convince you of how ridiculous the points mod is, i do not think you are capable of being convinced.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [JohnDoe](#) on Fri, 18 Dec 2009 13:02:58 GMT
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I guess I'll just have to play a clanwar to see if things have changed for the better. Wouldn't the no harv block rule make it much more difficult to camp in base with ramjets regardless of the pointsfix?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [JohnDoe](#) on Fri, 18 Dec 2009 13:06:06 GMT
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Goztow wrote on Fri, 18 December 2009 03:40Those special crates also make the game less predictable, that doesn't mean they make the games any better...

Are you really this stupid? Unpredictable and random aren't the same thing...I don't think you're in a position to argue about clanwars, anyway.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [EvilWhiteDragon](#) on Fri, 18 Dec 2009 13:11:49 GMT
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JohnDoe wrote on Fri, 18 December 2009 09:51The Pointsfix makes the game more balanced, it

just took some of the speed out of clanwars...granted, I haven't played a clanwars in 2 years, but I guess the game is still pretty much over if i.e. your sniper gets shot in the face right away. Renegade is already rather predictable, the pointfix simply makes it even easier to guess the opponents' cash supply. In a way, it made the game worse by making it better in theory. I can't comment on the harv blocking and jumping out of vehicles stuff...just out of curiosity, does that include blocking your opponent's harv? You know that points always give away how much money someone made? Just add the gametime in seconds*2 to it and you have the amount of cash they have (roughly). That hasn't changed with or without pointfix.

Subject: Re: beta test TT patch
Posted by [EvilWhiteDragon](#) on Fri, 18 Dec 2009 13:12:41 GMT
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Azazel wrote on Fri, 18 December 2009 11:55 Why not play Rene the way we're supposed to?

It might be 'unfair' in some people's opinions, but that's how the game as made.

No need for any addon pointfixs imo.
Yea, let's go back to v1.00 of ren, and abandon those stupid planes and what not.

Subject: Re: Pointfix debate - cleared - I plaid guilty :(
Posted by [Goztow](#) on Fri, 18 Dec 2009 13:26:54 GMT
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JohnDoe wrote on Fri, 18 December 2009 14:06 Goztow wrote on Fri, 18 December 2009 03:40 Those special crates also make the game less predictable, that doesn't mean they make the games any better...

Are you really this stupid? Unpredictable and random aren't the same thing...I don't think you're in a position to argue about clanwars, anyway. Those crates aren't less random than the points you get for shooting a med tank with a rifle soldier, tbh.

Seeing as i played clanwars with both points bug and points fix and that I've played them both more recently than 2 years ago, I'd say I'm actually in a much better position to talk about it than you are...

Subject: Re: Pointfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Fri, 18 Dec 2009 13:27:50 GMT
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JohnDoe wrote on Fri, 18 December 2009 07:02 I guess I'll just have to play a clanwar to see if things have changed for the better.

aye, and there's never been a better time to play clanwars. i can say with utmost candour that i enjoyed last month's league more than any other league month ever... (this is going back to nov/dec 2003?) great competition between the top clans, everyone played fairly, no dodging at all, nobody tried pushing, were barely even any AR's, and almost nobody worth mentioning was suspected of cheating. and like i said, every single clan game has gone to the team that deserved it. i've never seen an undeserved win since the new system was put there. i saw plenty of them over the years before that.

Quote:Wouldn't the no harv block rule make it much more difficult to camp in base with ramjets regardless of the pointfix?

well, the reasoning behind the no-harvblock rule is along the same lines as some of the arguments in favour of the pointfix - promotion of aggressive play rather than defensive play, which we know was supposed to be the game's general gist anyway.

on maps like field and under, it's not enough anymore for gdi to just take the field early on (usually a given unless they really fuck up the harv fight), kill the harv a few times then fall back and camp for the rest of the game with the harv blocked. previously nod had a bugged of a time just breaking even because they'd have to move all the way up instead of just MRLS at the back hills etc from gdi. now you've actually got to hold the field, and moving further up to hit buildings is much more worthwhile then staying further back to kill the harv every time - as it should be, given the greater risk and the more skill required to stay alive.

Subject: Re: beta test TT patch
Posted by [ChewML](#) on Fri, 18 Dec 2009 16:15:17 GMT
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EvilWhiteDragon wrote on Fri, 18 December 2009 07:12Azazel wrote on Fri, 18 December 2009 11:55Why not play Rene the way we're supposed to?

It might be 'unfair' in some people's opinions, but that's how the game as made.

No need for any addon pointfixs imo.
Yea, let's go back to v1.00 of ren, and abandon those stupid planes and what not.

And keep the PT bug (which may be a good rule to implement against into CW, idk how big of a problem it may or may not be). And keep blue hell, taunt falling, the bug that shows Nod new vehicles in the middle of most maps, and invisible C4... and any other stupid bug in Renegade that is known of... Just because it was made that way does not mean it was supposed to be that way.

GoldDrag wrote on Fri, 18 December 2009 05:15Lol the game is already shit with the graphics, making it nicer with skins is the only way to make it a cooler game imo, and skill ofc.

Anyway, I use skins to give Renegade a new look every month. So it doesn't bore me out.

This topic is about gameplay balance, not about how it looks. I use skins aswell, but that doesn't mean I don't agree with pointfix...

Spoony wrote on Fri, 18 December 2009 08:27John Doe:Wouldn't the no harv block rule make it much more difficult to camp in base with ramjets regardless of the pointsfix?
well, the reasoning behind the no-harvblock rule is along the same lines as some of the arguments in favour of the pointsfix - promotion of aggressive play rather than defensive play, which we know was supposed to be the game's general gist anyway.

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^ C&C = Command and Conquer, not Command and Camp. In the old C&C games you didn't just build a base and defend it, you didn't win till you killed the other base. The only time there were timelimits was in the story mode, but in the skirmish mode which is basically what we play in Renegade you played till one or the other was dead. Now I don't much like to play marathon, but I hate the fact that some people would rather let their base die to camp and win by points.

The only problem with turning the RTS game into a FPS is all the units have minds of their own now. So instead of one person deciding a certain tank rush, you got different people doing whatever they want. So if you say stank rush on hourglass, you may get 6 stanks together, but a lot of times 2 of them will go off to hill or other side and show themselves.

Subject: Re: beta test TT patch
Posted by [Spoony](#) on Fri, 18 Dec 2009 17:19:01 GMT
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Chew wrote on Fri, 18 December 2009 10:15And keep the PT bug (which may be a good rule to implement against into CW, idk how big of a problem it may or may not be)
i'm not yet decided on that, probably best to just try it.

Quote:^ C&C = Command and Conquer, not Command and Camp. In the old C&C games you didn't just build a base and defend it, you didn't win till you killed the other base. The only time there were timelimits was in the story mode, but in the skirmish mode which is basically what we play in Renegade you played till one or the other was dead. Now I don't much like to play marathon, but I hate the fact that some people would rather let their base die to camp and win by points.

i do like the system of timed games and the possibility of point victories (indeed i prefer timed over marathon), but it only works so long as offensive play trumps defensive play and you can't get points for no reason... *cough*

it literally amazes me that more people can't see the points bug for the huge balance problem it is.

getting points for absolutely no reason - < that sentence alone ought to ring alarm bells for anyone who truly cares about the game being balanced.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [Hitman](#) on Fri, 18 Dec 2009 17:41:18 GMT

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ss u better come back or ELSE

"aye, and there's never been a better time to play clanwars. i can say with utmost candour that i enjoyed last month's league more than any other league month ever..."

that's because u played with me!

ps: if u want to keep playing with me, i suggest u give me a valid renegade serial

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [HaTe](#) on Fri, 18 Dec 2009 20:54:31 GMT

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"Spoon"that's just downright stupid.

Why is that? The infantry can't do anything but get points, and hopefully lay a c4 on the tank...if you take away the points, what good are light infantry against armored tanks at all? Some people enjoy not sitting in a tank all game, so the infantry part has to come in play somewhere. Getting points for an infantry unit shooting an armored tank is no need for a whole discussion....

Or say there is a tank limit, and someone does not want to sit and repair a tank all game, getting points is still necessary for the win in many cases. Or if a team only has the bar or hon left, and they need credits, against a team that has tanks...it's only fair that they get them by actually shooting the tanks. Sure, maybe the pointsfix is making the gameplay better, in that teams go for the win by destruction, instead of time limit more, but it also takes some of the fun out of it for many people.

Seriously, just one post with you explaining something without quoting to get your point across would be nice. You try and make all opposing look like idiots by proving them wrong with quotes in my opinion, and are not helping your cause.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [GEORGE ZIMMER](#) on Fri, 18 Dec 2009 21:19:23 GMT

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HaTe wrote on Fri, 18 December 2009 14:54

Why is that? The infantry can't do anything but get points,
Black hand LCG, Engineer, Technician/Hotwire, Gunner, PIC Sydney/Raveshaw, and some

others would like to have a word with you.

HaTe wrote on Fri, 18 December 2009 14:54 what good are light infantry against armored tanks at all?

LIGHT INFANTRY ARE NOT MEANT TO BE USED AGAINST TANKS.

The ONLY reason people use them against tanks is because of pointsbug. With pointsfix, I guarantee there will be more anti-tank infantry on the field rather than some asshole shooting at your full health mammoth getting ridiculous amount of points doing absolutely nothing. OH NO HE CAN'T KILL THE TANK!! 1 no shit sherlock, that's why you have the plethora of anti-tank infantry for that.

HaTe wrote on Fri, 18 December 2009 14:54 Some people enjoy not sitting in a tank all game, so the infantry part has to come in play somewhere.

Anti-infantry units are, guess what- I know this might be hard to wrap your head around, but bear with me- USED TO FIGHT INFANTRY, NOT TANKS.. Once more, if you want anti-tank, GET AN ANTI TANK INFANTRY UNIT. If you want both, GET AN LCG/SBH/SOME SEMBLANCE OF SKILL.

HaTe wrote on Fri, 18 December 2009 14:54 Getting points for an infantry unit shooting an armored tank is no need for a whole discussion....

When it causes several members of your team to unfairly get points for doing absolutely nothing worthwhile except getting points and money, yes it is. That's a huge balance issue.

HaTe wrote on Fri, 18 December 2009 14:54 Or say there is a tank limit, and someone does not want to sit and repair a tank all game,

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Fair enough, you need points to win. So you should get them by not only losing a vital structure, but also by abusing a game bug (which, time and time again, has been proven to be a bug)? OR, do it the LOGICAL WAY, and fight them off with ANTI TANK UNITS WHICH WERE PUT IN FOR A REASON. I can't believe I have to state the same point so many times, but it seems pretty necessary here since you can't seem to understand that there are infact ways to legitimately get points off of tanks and, hey, ACTUALLY DAMAGE THEM! Boohoo, so you're not getting RIDICULOUS AMOUNTS of points. That's called being better than the other team to win in that situation, then. Oh, you're not better? Then why the HELL should you win?

HaTe wrote on Fri, 18 December 2009 14:54 Sure, maybe the pointsfix is making the gameplay better, in that teams go for the win by destruction, instead of time limit more, but it also takes some of the fun out of it for many people.

Because fending off another team against the odds using nothing but damn good skill and earning more points by a slim amount is clearly very boring and it happens all the time, compared to sitting there shooting tanks all day knowing you'll win by points.

HaTe wrote on Fri, 18 December 2009 14:54 Seriously, just one post with you explaining

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Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [BlueThen](#) on Fri, 18 Dec 2009 22:05:57 GMT
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I feel that people have completely disregarded my earlier comment.

Do you not realize that this is a perpetual argument, and will remain so until something here is actually put to test?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Fri, 18 Dec 2009 22:40:14 GMT
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Quote:Black hand LCG, Engineer, Technician/Hotwire, Gunner, PIC Sydney/Raveshaw, and some others would like to have a word with you.

Obviously i meant light infantry, the ones getting the points discussed in the pointsfix.

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But if they need to be, for credits, they can be useful. Also, for defense, a tank is shooting at you on under, you obviously have no chance of killing it if you are say, a soldier vs a med tank @ full life. The least the soldier can do is get points for defending himself.

Quote:

Anti-infantry units are, guess what- I know this might be hard to wrap your head around, but bear with me- USED TO FIGHT INFANTRY, NOT TANKS.. Once more, if you want anti-tank, GET AN ANTI TANK INFANTRY UNIT. If you want both, GET AN LCG/SBH/SOME SEMBLANCE OF SKILL.

Insulting a person over the internet give a little eboner eh? Okay then. Once again, it's a credit issue, if you do not have credits, and no ref, GUESS WHAT!?! You shoot tanks with light infantry, that's how it is done, it will be much harder to gain credits with the "pointsfix" in. "Sigh" at people attacking me, when i have already said i see both sides, really shows who is on the more defensive side here, with all of my opinions, some for, some against, i am yet to get flamed by an

anti - pointsfix person...why so defensive?

Quote:When it causes several members of your team to unfairly get points for doing absolutely nothing worthwhile except getting points and money, yes it is. That's a huge balance issue. The bold words really contradict yourself...except points and money? Isn't that what the whole issue is about, getting points and money? It is not unfair at all, as both teams can do it, and both get credits and points for doing so. It isn't a balance issue, it's just that people can't stand that other people get points and mvp's for shooting tanks with infantry, while they are doing something "worthwhile" by being in a tank. But isn't getting points for your team still "worthwhile" if the game ends by time limit?

Quote:

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You have never played with me, assuming i suck just on my renegade beliefs is rather...judgmental, no? I happen to be a pretty good player, thanks.

Quote:

Fair enough, you need points to win. So you should get them by not only losing a vital structure, but also by abusing a game bug (which, time and time again, has been proven to be a bug)? OR, do it the LOGICAL WAY, and fight them off with ANTI TANK UNITS WHICH WERE PUT IN FOR A REASON. I can't believe I have to state the same point so many times, but it seems pretty necessary here since you can't seem to understand that there are infact ways to legitimately get points off of tanks and, hey, ACTUALLY DAMAGE THEM! Boohoo, so you're not getting RIDICULOUS AMOUNTS of points. That's called being better than the other team to win in that situation, then. Oh, you're not better? Then why the HELL should you win?

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Get off his wood, along with all the other high authorities on the forums, it's pathetic mate. Sad part is, I wasn't arguing, i was stating my point, before blatantly being attacked, defending

myself is so BAD, isn't it?

I tried Spooky's way, it is effective, is it not? I am mocking him by doing so, and mocking you, do i win a cookie?

QUICK, reply and insult me, before anyone joins in on my side, god knows you all have nothing better to do.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [GEORGE ZIMMER](#) on Fri, 18 Dec 2009 22:41:45 GMT
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BlueThen wrote on Fri, 18 December 2009 16:05I feel that people have completely disregarded my earlier comment.

Do you not realize that this is a perpetual argument, and will remain so until something here is actually put to test?

True (for the perpetual argument part), but for the most part, you have to agree that the pointsfix, even if it has its downsides, is undoubtedly better than without it.

Besides that, pointsfix HAS been tested. So has pointsbug. Both have been tested, just not for every single server of Renegade. Pointsfix gets rid of retarded gameplay habits, while enforcing logical decisions (not having your WF being killed, using mammoth tanks more, using anti-tank infantry vs tanks rather than anti inf units).

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Fri, 18 Dec 2009 22:45:39 GMT
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Quote:True (for the perpetual argument part), but for the most part, you have to agree that the pointsfix, even if it has its downsides, is undoubtedly better than without it.

. Pointsfix gets rid of retarded gameplay habits, while enforcing logical decisions (not having your WF being killed, using mammoth tanks more, using anti-tank infantry vs tanks rather than anti inf units).

Opinions only, yours is no more superior than anyone elses last time i checked. I still am not FOR or AGAINST the pointsfix, i just think that if i need to adjust for something that won't make the game better, i don't see the point in it, but will still adjust to it (Being a since-release player, and a moderator).

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [BlueThen](#) on Fri, 18 Dec 2009 22:53:46 GMT
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Quote:True (for the perpetual argument part), but for the most part, you have to agree that the pointsfix, even if it has its downsides, is undoubtedly better than without it.

. Pointsfix gets rid of retarded gameplay habits, while enforcing logical decisions (not having your WF being killed, using mammoth tanks more, using anti-tank infantry vs tanks rather than anti inf units).

I implied that the pointsfix should be put to test in the field, have a clan war in it or something. We know it works, it's just a matter of finding out whether or not players would adjust or enjoy it.

Arguing is clearly not helping.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Fri, 18 Dec 2009 22:57:27 GMT
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BlueThen wrote on Fri, 18 December 2009 16:53Quote:True (for the perpetual argument part), but for the most part, you have to agree that the pointsfix, even if it has its downsides, is undoubtedly better than without it.

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I implied that the pointsfix should be put to test in the field, have a clan war in it or something. We know it works, it's just a matter of finding out whether or not players would adjust or enjoy it.

Arguing is clearly not helping.

I couldn't agree more, i didn't come here to argue by any means, but was dragged into it when i was randomly blindsided by both Spooky and Mr. Zimmer, when posting my opinion.

Testing is obviously the first logical movement.

I have heard several players say that if the pointsfix is added, they will not play clanwars. Do we all think that more players will start clanwarring, then those who are going to leave it, with the pointsfix added? I don't believe so, but I would like nothing more than to be proven wrong. The more players, the better. Clan war's are a big part of Renegade again, we don't want them to die down again. So test it, see if the player counts go up, go down, or stay the same (of course assuming that player counts are already dropping), and then go on from there. It's obviously the logical thing to do, I don't see many players, if any, quitting clan war's all together, if the pointsfix is determined to decrease clan war players, and removed after testing.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [GEORGE ZIMMER](#) on Fri, 18 Dec 2009 23:21:12 GMT

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HaTe wrote on Fri, 18 December 2009 16:40

Obviously i meant light infantry, the ones getting the points discussed in the pointsfix.

If you read my next point, you'd see that this logic is retarded. Light infantry are not meant to be used against tanks. If they were, they would do damage to them.

HaTe wrote on Fri, 18 December 2009 16:40

But if they need to be, for credits, they can be useful.

Or they can help clear out infantry in tunnels. You know, being anti-infantry. Which is their purpose.

HaTe wrote on Fri, 18 December 2009 16:40Also, for defense, a tank is shooting at you on under, you obviously have no chance of killing it if you are say, a soldier vs a med tank @ full life. The least the soldier can do is get points for defending himself.

Because clearly there's no such thing as other infantry. Yep, no such thing as grenadiers, flamethrowers, etc. ONLY light infantry. You clearly can't defend with anything else by running to a PT, right?

HaTe wrote on Fri, 18 December 2009 16:40Insulting a person over the internet give a little eboner eh? Okay then.

Admittedly, that was a little out of line, but hot damn I don't see why you can't understand a simple concept of anti infantry are meant to kill infantry, anti tank are meant to kill tanks. Anti infantry SHOULD NOT get a shitton of points for dealing no damage.

HaTe wrote on Fri, 18 December 2009 16:40Once again, it's a credit issue, if you do not have credits, and no ref, GUESS WHAT!?!? You shoot tanks with light infantry, that's how it is done, Yes, that's how it's done, but that doesn't mean it's HOW IT SHOULD BE DONE. Back in the day it was acceptable to have blacks be slaves, because that's how it was done. Does that mean we should still have slaves? No, shit changes, and in this case, for the better. Boohoo, you have to change your tactics a little. But this way, it's way more logical and intended rather than using a stupid bug.

HaTe wrote on Fri, 18 December 2009 16:40it will be much harder to gain credits with the "pointsfix" in.

Bullshit. I've gained plenty of credits WITHOUT abusing the pointsbug in games MANY times. How? By doing USEFUL things like repairing, being in tanks, getting anti-tank infantry, etc.

HaTe wrote on Fri, 18 December 2009 16:40"Sigh" at people attacking me, when i have already said i see both sides, really shows who is on the more defensive side here, with all of my opinions, some for, some against, i am yet to get flamed by an anti - pointsfix person...why so defensive? For one, I'm arguing your anti-pointsfix points. Whether you're for both is irrelevant (actually it's not because being for both is like being a nazi and a jew; you can't be both). I'm simply arguing against your points because 1: The anti-pointsfix crowd uses some of the (faulty) logic you've been using, and 2: what you're saying for anti-pointsfix generally is retarded.

Also, it's probably because you haven't posted much pro-pointsfix stuff... the anti-pointsfix crowd

is more likely to jump on Spooky before anyone else (as they instantly did in this topic), so yeah. They tend to ignore most others.

HaTe wrote on Fri, 18 December 2009 16:40The bold words really contradict yourself...except points and money? Isn't that what the whole issue is about, getting points and money? I suppose I should have worded that better. What I meant was, they're doing nothing NORMALLY worthwhile. Outside of getting points and money for doing NOTHING EXCEPT THAT, they're doing... nothing, lol. Plus, it's bug abuse... plain and simple. Once again, it IS a bug. And abusing that to get points is not only wrong, but is retarded as hell.

HaTe wrote on Fri, 18 December 2009 16:40It is not unfair at all, as both teams can do it, and both get credits and points for doing so. True, except that not everyone even knows about it still. I'd rather fix the issue than go on some campaign telling every single Renegade player how to abuse the pointsbug. It's like if in Tiberian Sun, the only way to use Ghost Stalker would be to build 5 Carryalls. They're almost entirely unrelated to each other, and not everyone would know about it. Sure, you may stumble across it by accident, but generally speaking, you wouldn't even notice it otherwise. Hell, even then, the pointsbug is harder to figure out how to get it to work than my example.

And before you go "LOL SEE SO ITS NOT EASY TO FIGURE OUT BLAHBLAHBLAH" or whatever, that's WORSE. A better example would be the only way to make credits in the original C&C would be to have to put in some random combination of letters together or some bullshit. It's fucking unnecessary, and only works for people who know about it, giving them an advantage over those who don't, and a false sense of superiority so they can claim they're pros.

HaTe wrote on Fri, 18 December 2009 16:40It isn't a balance issue, I guess we should give Havoc and Sakura ramjet rifles that insta-kill everything in one shot. Both can use it, so its balanced!1111.

HaTe wrote on Fri, 18 December 2009 16:40it's just that people can't stand that other people get points and mvp's for shooting tanks with infantry, while they are doing something "worthwhile" by being in a tank. But isn't getting points for your team still "worthwhile" if the game ends by time limit?

I guess the government should make the only way to gain money IRL would be to chew on skunks. But they wouldn't tell you about it; you'd have to figure it out on your own. They still gain money, so it's definitely totally fine and needs no discussion, right?

HaTe wrote on Fri, 18 December 2009 16:40You have never played with me, assuming i suck just on my renegade beliefs is rather...judgmental, no? I happen to be a pretty good player, thanks. Then why not use anti-tank infantry for their purpose to gain points rather than rely on a retarded bug to get points/money?

HaTe wrote on Fri, 18 December 2009 16:40Apparently, if they win, they are better, no matter how they do so. Ped wins are still in many servers, it takes no extra skill to ped nuke/ion to win,

why not argue this case?

A game bug you say? I'm pretty sure if this was indeed a "bug" it'd be fixed WELL before this, or do you think that everyone has overlooked this? In that case, you are mistaken.

And if they put in my example of insta-kill Havocs and Sakura, any team that wins using them is totally fine, right? Nope, no balance issues whatsoever.

also, that logic of "If it's a bug, why wasn't it fixed before???" is utterly retarded as well... I shouldn't have to explain why.

HaTe wrote on Fri, 18 December 2009 16:40Who says you have to do it all game? Is there a rule I'm missing? If you can't get by light infantry with heavy tanks to win the game, then you don't deserve to win.

For one, light inf don't give off near the points. They give like, 2 or something. Two, even if they die ALOT, they're getting WAY more points than the tanks are (see point 1). And then you have engineers sitting inside camping the MCT, getting additional points and ensuring that the team doesn't lose by base destruction. Then you still have the fact that the defending team can STILL TAKE OUT ENEMY TANKS just as they would with the pointsfix. So after they pointwhore the enemy's tanks, they can then take out some grenadiers or the like and kill the enemy tanks. If the assault fails, the defending team gets WAY MORE POINTS THAN NECESSARY.

That's just one example, of course. There's still the fact that even in field fights, a team that's starting to lose just has to have their vehicles die (or just not use them altogether), run out with some infantry, gain some easy points and money, and bam, they have more tanks than the offensive team. It's this kinda bullshit that messes with the balance.

Oh, and if you don't think the fact that the mammoth with pointsbug is practically useless because of how many points it gives off isn't a balance issue, you're DEFINITELY lacking some brain cells.

HaTe wrote on Fri, 18 December 2009 16:40Get off his wood, along with all the other high authorities on the forums, it's pathetic mate.

hilarious. No, wait, immature and retarded is what I meant to say.

HaTe wrote on Fri, 18 December 2009 16:40Sad part is, I wasn't arguing, i was stating my point, before blatantly being attacked, defending myself is so BAD, isn't it?

You were arguing against pointsfix AFAIK. Besides, stating your point invites arguing, deal with it.

HaTe wrote on Fri, 18 December 2009 16:40I tried Spoonys way, it is effective, is it not? I am mocking him by doing so, and mocking you, do i win a cookie?

Except Spoonys usually has some facts and logic when he does the multiquote business

QUICK, reply and insult me, before anyone joins in on my side, god knows you all have nothing better to do.

[/quote]

sure thing

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [HaTe](#) on Fri, 18 Dec 2009 23:38:00 GMT

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Not even going to waist my time arguing with you, any person can see both the logic flaws, and the tripping on your own examples in your above post.

Thing is, with your sakura and havoc example, that is not FAIR, because of the fact that no other unit would be able to kill them easily, unlike a heavy tanks vs light infantry.

Also, bringing modernization into this by posting about slaves doesn't make much since to me at all, i at least saw your point in all of your other non-logic examples.

I wasn't being more anti-pointsfix at all, just said that if it is put in to Renegade, then the changes better be for the better, based on ALL of Renegade players, not just ones who happen to post on this forums. Yet you attack me by saying this, proving my point that the pro-pointsfix crowd is mainly all on the forums, attacking any anti-pointsfix people, while the anti-pointsfix people are not waisting their time with it, and are, well, actually playing the game (Not whining about what should be, could have been, and what we may or may not improve.)

Oops, i did argue just a little, i guess we are even. Wait, i didn't quote you once, i must be the loser here, eh? Please, use more sarcasm in a logical argument. Like i said, not even waisting my time with your other points, when most of them are so very....flawed in so many ways, that i don't feel i have to point them out, and feel that you already know how. If not, then you should clearly read into communism (Not much better than your slave example, i know).

Seems you have beaten me based on the fact that I could care less about what you say, as you are obviously emotionally attached to this whole pointsfix thing, and i could really care less. I've been posting more about what the general Renegade population (based on things i've seen while ease dropping in Renegade, and on irc) has to say, rather than my own opinion, due to me bringing up points that they would make, if they were actually in this argument.

Please, correct me in all my mistakes and everything, like i said, I'm not trying to argue, and could care less about this matter. It really shows how immature you are to be honest, to attack someone on something they see both sides on, it really makes people who post their opinions really want to join the anti side, no?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [ELiT3FLyR](#) on Sat, 19 Dec 2009 00:45:31 GMT

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mr zimmer, uve never even played clanwars before so u dont know how it affects the game.

i said mesa would be ruined by pointfix and it was. i said field would be ruined and it wouldve been if not for the harv block rule that had to be added. the gameplay is slower because theres

less money, u might aswell give up if u get a shitty start on city fly, and infantry now has no chance in an infantry vs tank game on rush maps.

but hey, atleast we can all rest easy in the fact that the nod shooter at the front of their base wont get any points he doesnt deserve as i role into his base with a mammy, right!?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Sat, 19 Dec 2009 00:54:18 GMT
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ELiT3FLyR wrote on Fri, 18 December 2009 18:45mr zimmer, uve never even played clanwars before so u dont know how it affects the game.

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but hey, atleast we can all rest easy in the fact that the nod shooter at the front of their base wont get any points he doesnt deserve as i role into his base with a mammy, right!?

Tanks > Infantry... that's how it should be, unless you got cordinated rave/pics and/or volt auto rifles and maybe ramjets for anti arty/mrls... If you don't wanna be stuck with the disadvantage of not having tanks... PROTECT YOU AS/WF.

And no the shooter at the front of Nod's base shouldn't get any points for shooting the mammoth as he is not doing any damage...

You argue these points like they would be good for the antipointfix cause... when really to someone with common sense it just makes you guys look like lazy fuckers who don't wanna played the game how it is supposed to be but still wanna win.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Crimson](#) on Sat, 19 Dec 2009 01:17:16 GMT
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BlueThen wrote on Fri, 18 December 2009 15:05I feel that people have completely disregarded my earlier comment.

Do you not realize that this is a perpetual argument, and will remain so until something here is actually put to test?

OK, um, I guess there are several people in this forum thread that do not realize that the

n00bstories.com server has been running with the "pointsfix" aka the Westwood-intended points and economy system for about 2 and a half years. To say that it hasn't been tested in a real game environment is laughable.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [BlueThen](#) on Sat, 19 Dec 2009 01:40:18 GMT

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Crimson wrote on Fri, 18 December 2009 19:17BlueThen wrote on Fri, 18 December 2009 15:05I feel that people have completely disregarded my earlier comment.

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Then why are we arguing? This should be obvious by now.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Sat, 19 Dec 2009 01:44:14 GMT

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The main issue is adding it in to clanwars, and whether to keep it there or not, if i'm not mistaken.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sat, 19 Dec 2009 01:52:50 GMT

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HaTe wroteWhy is that? The infantry can't do anything but get points, and hopefully lay a c4 on the tank...if you take away the points, what good are light infantry against armored tanks at all? they're not supposed to be very good against heavy armoured tanks, otherwise what would be the point of buying weapons which ARE good against heavy armoured tanks? (rav/PIC, a tank of your own, gunner, LCG...) still, they are of some use as a last resort. engineers rushing an APC/tank can at least push it back and buy your team a bit of time, or you can fix your teammates or a vehicle... in other words, you can stop trying to get points for doing absolutely nothing, and do something useful instead because there's always, always something helpful you can be doing.

Quote:Some people enjoy not sitting in a tank all game, so the infantry part has to come in play somewhere.

rav/pics and havocs are still very worthwhile, lcg+gunners+snipers have their uses, hotwires and techs are crucial... you don't need to get points for absolutely no reason for infantry to be helpful.

Quote: Getting points for an infantry unit shooting an armored tank is no need for a whole discussion....

yes it is, considering what a glaring balance issue it is.

Quote: Or say there is a tank limit, and someone does not want to sit and repair a tank all game, getting points is still necessary for the win in many cases.

so get a rav/pic/ramjet/gunner/lcg, since they're reasonably powerful and doing damage gets you points

or suck it up and heal your team's vehicles, what's your problem with doing that? it certainly helps the team.

Quote: Or if a team only has the bar or hon left, and they need credits, against a team that has tanks...it's only fair that they get them by actually shooting the tanks.

no it's not. they're achieving absolutely nothing, why should they get credits for it?

Quote: You try and make all opposing look like idiots by proving them wrong with quotes in my opinion, and are not helping your cause.

in a debate, proving people wrong doesn't help my case... uhhhh ok, this is another of those gems you only get from the renegade community, i think.

Quote: Opinions only, yours is no more superior than anyone else's last time i checked.

check again. not all opinions are equal. if person A has been right about everything he's said and person B has been wrong about everything he's said, their opinions are not equal. person B isn't necessarily you.

Quote: Testing is obviously the first logical movement.

see my reply to bluethen, it'll be a bit further down.

Quote: I have heard several players say that if the pointsfix is added, they will not play clan wars. Do we all think that more players will start clan warring, then those who are going to leave it, with the pointsfix added? I don't believe so, but I would like nothing more than to be proven wrong. The more players, the better. Clan wars are a big part of Renegade again, we don't want them to die down again. So test it, see if the player counts go up, go down, or stay the same (of course assuming that player counts are already dropping), and then go on from there. It's obviously the logical thing to do, I don't see many players, if any, quitting clan wars all together, if the pointsfix is determined to decrease clan war players, and removed after testing.

you don't seem to be reading any of my posts.

the pointsfix has been fully implemented at clanwars.cc for the first time, starting at the beginning of november. guess what? last month was brilliant. very active, very competitive, and very balanced - every single game went to the team that deserved it. and this was in spite of the occasional ddos attack from halo idiots.

compare this to the entire year before november when i was away... people could have played as much as they like using the point mod, doesn't look like there was much activity then.

but, your argument is SOLELY about the number of people playing - nothing about fairness,

nothing about balance. that's why i don't think your argument is worth very much. anyone who knows my style of league administration knows that i value fairness and balance, and if that causes a few idiots to leave, then it's not so much a price worth paying as it is a nice bonus.

Quote:just said that if it is put in to Renegade, then the changes better be for the better, based on ALL of Renegade players, not just ones who happen to post on this forums.
it'd have been nice if that happened with the points bug years ago, eh? see my hypothetical debate about the merits of the points bug (i.e. the complete lack of)

Quote:Yet you attack me by saying this, proving my point that the pro-pointsfix crowd is mainly all on the forums, attacking any anti-pointsfix people
ok buddy. the anti-pointsfix crowd have used the most despicable tactics IMAGINABLE, and yet i still go out of my way to engage them in debate.

Quote:Also, for defense, a tank is shooting at you on under, you obviously have no chance of killing it if you are say, a soldier vs a med tank @ full life. The least the soldier can do is get points for defending himself.
but he's not defending himself.

Quote:Insulting a person over the internet give a little eboner eh? Okay then. Once again, it's a credit issue, if you do not have credits, and no ref, GUESS WHAT!? You shoot tanks with light infantry, that's how it is done
no, there is always something more useful than that you can do.

Quote:The bold words really contradict yourself...except points and money? Isn't that what the whole issue is about, getting points and money? It is not unfair at all, as both teams can do it, and both get credits and points for doing so.
both teams can do it so it's fair... please. if both teams could base to base on islands, would you approve of that?

Quote:It isn't a balance issue, it's just that people can't stand that other people get points and mvp's for shooting tanks with infantry, while they are doing something "worthwhile" by being in a tank.
this just proves that -a- you have no idea of the way i play and what i do and don't find annoying, and -b- you haven't read any of my posts on the subject.

it is true that i object to people getting points for absolutely no reason - well done for noticing that - but you do a lot of damage to your assertion by putting the word "just" in there.

Quote:But isn't getting points for your team still "worthwhile" if the game ends by time limit?
if someone on your team base-to-based, would you approve of that? they're getting points for the team, right? that's all that matters?

Quote:You have never played with me, assuming i suck just on my renegade beliefs is rather...judgmental, no? I happen to be a pretty good player, thanks.
doesn't mean you can't be horribly wrong... just look at simpee.

Quote:Apparently, if they win, they are better, no matter how they do so.

this is only the case if the game is fair. the points bug is not fair. i earlier asked if winning is all that matters to you... seems like it is.

Quote:A game bug you say? I'm pretty sure if this was indeed a "bug" it'd be fixed WELL before this, or do you think that everyone has overlooked this? In that case, you are mistaken. it's been conclusively proven that it's an unintended bug. CONCLUSIVELY proven.

Quote:Who says you have to do it all game? Is there a rule I'm missing? If you can't get by light infantry with heavy tanks to win the game, then you don't deserve to win. that's a horrible argument. games are often quite close pointwise, and one or two players getting points for absolutely no reason with autorifles/ramjets is perfectly capable of swinging the win; it happens all the time.

Quote:Get off his wood, along with all the other high authorities on the forums, it's pathetic mate. like i said to simpee... he agrees with me because he thinks i'm right, end of story. the only thing that's pathetic is when people like you try to look for ulterior motives to explain what he says.

Quote:I tried Spoonys way, it is effective, is it not?
no, you just used a lot of quotes. if you were really trying "spoonys way" you'd start by reading what i said and then responding to each point i make, and you clearly haven't done that.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ELi3FLyR](#) on Sat, 19 Dec 2009 01:56:22 GMT
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Quote:You argue these points like they would be good for the antipointfix cause... when really to someone with common sense it just makes you guys look like lazy fuckers who don't wanna played the game how it is supposed to be but still wanna win.
figures someone from this forum would think that the fact i get a few points for shooting tanks with shooters outweighs all the facts above it.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Sat, 19 Dec 2009 01:58:51 GMT
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Goztow wrote on Tue, 08 December 2009 14:47cmatt42 wrote on Tue, 08 December 2009 19:17Goztow wrote on Tue, 08 December 2009 01:26For Renegade of course.

I'm fully aware that TT shouldn't include balance changes, but the keyword here is should. I want to be damn sure it doesn't before it's pushed. The fact if something is a bug or a balance issue can be different in the eye of the beholder, as was shown in the past.
I think this is the most nonsensical post I've ever seen you write.
OK, one word: POINTSFIX.

This is why we are discussing it again.

So how bout a poll? I will start one in another thread. With specific topics to debate. As this thread is on page 4 and the antipointfix camp has lost due to someone's sexuality being challenged for nonsexual related ideas.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Sat, 19 Dec 2009 02:03:51 GMT
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ELiT3FLyR wrote on Fri, 18 December 2009 19:56Quote:You argue these points like they would be good for the antipointfix cause... when really to someone with common sense it just makes you guys look like lazy fuckers who don't wanna played the game how it is supposed to be but still wanna win.

figures someone from this forum would think that the fact i get a few points for shooting tanks with shooters outweighs all the facts above it.

I also addressed the part about infantry versus tanks...

As for the part about it ruining maps... If you think that it ruins maps you prolly shouldn't even play Renegade as you clearly don't know how it should be played (and no I haven't played CW, and no I don't give a shit how much you have).

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sat, 19 Dec 2009 02:05:54 GMT
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BlueThen wrote on Fri, 18 December 2009 16:05I feel that people have completely disregarded my earlier comment.

Do you not realize that this is a perpetual argument, and will remain so until something here is actually put to test?

well, *i* feel that you completely disregarded my direct response to your earlier comment.

here's what i said.

of course you can't "instantly conclude" that, that's why i've insisted on a great deal of balance testing. as far as clanwars go, the results have been better than i'd hoped; all of my theories turned out to be absolutely right. every game on the new system has gone to the right clan; that was definitely NOT the case before. incidentally, quite a few people on the anti-pointsfix side have took their usual approach. during the initial testing they embarked on a campaign of lies, manipulation and sabotage to try to get it removed from the clanwar servers, then later lied to everybody and said they did test the full pointsfix (untrue).

i'd have loved to "skip all the politics" there, but the anti-pointsfix crowd had other ideas. still, they utterly failed, the pointsfix is where it should be and the clanwars league just had the best month it's had in years. result. still, if people still want to talk about the pointsfix being applied

"democratically", then you're not entitled to forget what its opponents did during the testing period. seems like i answered you quite extensively here? it's been a huge success in clanwars, in spite of despicable tactics from the anti-pointsfix brigade.

simpee wrote: i've never even played clanwars before so u dont know how it affects the game.

well, you've played a lot of clanwars, but that hasn't stopped you being absolutely dead wrong over and over and over and over and over and over again.

Quote: i said mesa would be ruined by pointfix and it was.

this is really dishonest of you, simpee. (again.) check my earlier posts; i conceded that WITHOUT THE MAP FIXED, mesa isn't so fair. i said right from the beginning that if you fix the deadzones it'll revolutionise the map... i was right.

but you keep harping on about mesa and you expose a lot about yourself when you do. you just said mesa's a better map than field? well, perhaps you can explain why nobody played it in clanwars before the pointsfix was used. nobody liked it until a few people decided it was a good anti-pointsfix argument, then suddenly it's their favourite map.

that's not all. field, wallsfly, under etc are much fairer with the pointsfix and no-harvblock, and you never even mentioned that while raving about mesa again and again and again... that's another reason why it's difficult to take you seriously. remember? i had to make a rule to stop people leaving when they got the bad side, because they always did - they pretended that wasn't why they were leaving, but it wasn't hard to see through that. that rule isn't even needed now.

Quote: i said field would be ruined and it would've been if not for the harv block rule that had to be added.

you've got a really dishonest way of arguing, you know that? "that had to be added"... it's a rule that ought to have been there for ages and i've been advocating it for a long time. promoting offensive play over defensive play, remember? i've been saying this for years. don't give me this "had to be added or field would be ruined" shit, it's unbelievably dishonest... or it would be coming from someone other than you.

Quote: the gameplay is slower because there's less money

gameplay is often not slower at all... see my reply to ss about other strats opening up.

Quote: u might as well give up if u get a shitty start on city fly

no, because they get less of a lead by killing your harv...

Quote: and infantry now has no chance in an infantry vs tank game on rush maps.

and why did they have a "chance" before? because they got points they didn't deserve? don't post again until that has sunk in.

Quote: but hey, at least we can all rest easy in the fact that the nod shooter at the front of their base won't get any points he doesn't deserve as i role into his base with a mammy, right!?

again, it's incredibly dishonest of you to reduce my very very extensive arguments on the subject like this. it doesn't help your case; indeed it does your case far more damage than you think. i'm actually doing you a favour here, remember - i said that if you and clearshot you carried on lying

to the community to make me look bad (which you still haven't apologised for), i'd just cut you out of the debate altogether because your behaviour was unbelievably appalling. given several chances, you just carried on with your bullshit. and yet here i still am, engaging you in a debate... make no mistake, you don't deserve that from me.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [BlueThen](#) on Sat, 19 Dec 2009 03:58:43 GMT
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Spoony wrote on Fri, 18 December 2009 20:05BlueThen wrote on Fri, 18 December 2009 16:05
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Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [kadoosh](#) on Sat, 19 Dec 2009 04:12:21 GMT
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Honestly the Renegade Points system sucks with or without the points fix... I've noticed a trend forming in newer games, Points go on the kill, not on the individual damage(aside from Kill Damage Assists).

Ex:

Kill = 2pts

Kill Assist = 1pt

Vehicle Kill = 2pts
Vehicle Kill Assist = 1

Kill Assists = person who does the most support damage.
If I shoot someone/something and it get's repaired my damage is negated.

Repairing is rewarded based on how much damage you repair. Say for every 250pts of damage = 1pt (would have to be tweaked to work in renegade)

Building Kills = no idea how many points this should be worth.

not
kill = 100pts
damage before kill = 10,000pts spread out amongst 5 other players (yes that's wish full thinking)

I understand that this is much harder than just using the released points system, or the modified/corrected points system.

I do admire the passion of the people still putting an effort into this game. Hopefully it works out.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sat, 19 Dec 2009 04:26:06 GMT
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kadoosh wrote on Fri, 18 December 2009 22:12Honestly the Renegade Points system sucks with or without the points fix... I've noticed a trend forming in newer games, Points go on the kill, not on the individual damage(aside from Kill Damage Assists).

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here are the facts.

with the original points and economy system (aka pointsfix):

the total points gained for killing a unit is 10% of the unit's cost, give or take a point for rounding up/down. so 80 for a med, 50 for an APC, 35 for a hotwire etc etc etc.

half of that amount is gained by damaging the unit to very-nearly-dead. the other half is awarded on the actual kill.

with buildings it's roughly the same principle. 750 points overall for killing a building, 250 of which is the final kill bonus.

eg it takes five remotes to kill a building. say you had five remotes and you used them one after another. you'd get 100, then 100, then 100, then 100, then 350 (100+250)

points for repairing: half the points the enemy got doing the damage in the first place.

without the pointsfix, the points gained against green-health tanks is all over the place.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [kadoosh](#) on Sat, 19 Dec 2009 04:47:02 GMT

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Spoony wrote on Fri, 18 December 2009 23:26kadoosh wrote on Fri, 18 December 2009 22:12Honestly the Renegade Points system sucks with or without the points fix... I've noticed a trend forming in newer games, Points go on the kill, not on the individual damage(aside from Kill Damage Assists).

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without the pointsfix, the points gained against green-health tanks is all over the place.

If all that was directed at my (wish full thinking) comment, then ... what ever you say. It makes no difference as the points system I mentioned above would never be adopted by the Ren community, so there's no point really discussing it any farther. I just thought I throw it out there as a comparison as to what games are using now.

I still believe the Renegade Points system sucks ass With or Without the bug fix. Played it with both, hated it with both, though it is better with it.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [Goztow](#) on Sat, 19 Dec 2009 08:39:12 GMT

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If you play as a team, it doesn't matter WHO in your team gets the points on kill as long as the total amount is correct. If you play individually, then your remark about how the kill points are

rewarded would be significant. But guess what: Renegade is supposed to be all about teamplay.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Tunaman](#) on Sat, 19 Dec 2009 08:57:09 GMT
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Goztow wrote on Sat, 19 December 2009 03:39 If you play as a team, it doesn't matter WHO in your team gets the points on kill as long as the total amount is correct. If you play individually, then your remark about how the kill points are rewarded would be significant. But guess what: Renegade is supposed to be all about teamplay. Actually its pretty important since it determines at what speed your team can acquire vehicles/infantry. As long as donate is not turned on at least.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Crimson](#) on Sat, 19 Dec 2009 09:08:14 GMT
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Getting the kill is important, because if you damage a Havoc to 1 HP, he can go back and heal. If you kill him, he's well, dead. Finishing the job is important. It's the same as disarming a beacon. If the beacon has 1% health left, your building is fucked. You have to finish. the. job.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sat, 19 Dec 2009 11:21:25 GMT
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this is a common point brought up in these debates. oddly enough, i always find that the people who think you should get more points for damaging a tank and less points for finishing it off... tend to be the same people who think you should get less points for pummelling a building and more points for finishing it off.

it's not the only paradox you see from these people. the other famous one is people who oppose the pointsfix because they don't want to see someone who's been hammering the fuck out of an enemy base with a powerful tank, the enemy unable to stop him, get a high score... so let's implement a bug that lets you get points for no reason at all instead, that'll solve the problem!

you couldn't make this stuff up if you tried tbh

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [EvilWhiteDragon](#) on Sat, 19 Dec 2009 12:46:18 GMT
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Tunaman wrote on Sat, 19 December 2009 09:57 Goztow wrote on Sat, 19 December 2009

03:39If you play as a team, it doesn't matter WHO in your team gets the points on kill as long as the total amount is correct. If you play individually, then your remark about how the kill points are rewarded would be significant. But guess what: Renegade is supposed to be all about teamplay. Actually its pretty important since it determines at what speed your team can acquire vehicles/infantry. As long as donate is not turned on at least. There are other changes which would make sense to fix that. For ex. get 2 credits for each point. You still have to make points (deal damage) but you solve the economy side/argument.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ELiT3FLyR](#) on Sat, 19 Dec 2009 17:09:54 GMT
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Quote:I also addressed the part about infantry versus tanks... and thats where ur lack of understanding shines at its brightest. ignore the fact that the pointsystem doesnt make sense for a second, and think of it in terms of gameplay and balance, espeically for clanwars which are usually 4v4 or less.

you already say tanks are much stronger, so does it make any sense that you should get more points for killing infantry than tanks? especially when

- a) tanks have more health
- b) tanks have unlimited ammo
- c) tanks can be repaired anywhere
- d) tanks cant be squished
- e) tanks are cheaper in most cases

to make up the points for 1 PIC dying, gdi has to kill 2 nod apcs. those are the kind of ratio's that only make sense to either retards, people who really dont understand the game or people who have let themselves be brain washed by spoonys essays. you want to play a game where infantry is useless? go play battlefield or something.

but hey i dont even know how i got dragged into this shit again, nothing is going to change no matter how many people want it to because spoony has managed to convince himself that the reason clanwars was successful last month was because of pointfix, rather than the fact that actually people just wanted to play competitive again.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [CarrierII](#) on Sat, 19 Dec 2009 17:21:11 GMT
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Is it just me, or would a PIC worth it's salt be some use against those two Nod APCs? And before you pull "Fine, a havoc then", bear in mind the ramjet is a SNIPER weapon for killing PEOPLE.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Sat, 19 Dec 2009 17:21:21 GMT
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ELiT3FLyR wrote on Sat, 19 December 2009 11:09Quote:I also addressed the part about infantry versus tanks... and thats where ur lack of understanding shines at its brightest. ignore the fact that the pointsystem doesnt make sense for a second, and think of it in terms of gameplay and balence, espeically for clanwars which are usually 4v4 or less.

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1 PIC = 1,000 credits

2 Nod APCS = 2 x 500 = 1,000 credits

What the fuck doesn't make sense about that?

Infantry are not useless, but tanks are definetly more valuable... for some of the reasons you already stated.

Point being... BUY A FUCKING TANK. Don't just sit there and be like, "wtf?!?!?! I have been sniping this harv all round, how come we not winning?"

Units are priced on what they are worth. So you should get points for killing them based on what you have cost the other team. DUH... is that so fucking hard to understand?

Really someone else please come explain why the pointfix is a bad thing, because this fucking idiot is failing completely.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [CarrierII](#) on Sat, 19 Dec 2009 17:29:56 GMT

And, and whilst the anti-pointsfix side are making their case, please note this, a FACT that has never ever been addressed:

StealthEye of BlankIntel (Emphasis Added)

It definitely is a bug, notice how it behaves differently on health than on armor as well. (You don't get many points for shooting health with those weapons). The bug affects all damage on armor with a warhead multiplier of != 1, because it is the warhead multiplier that is missing.

Actually, it calculates points like this:

$\text{vehicledamagemultiplier} * \text{rawdamage} * \text{warheadmultiplier} / \text{warheadmultiplier}$

It should be:

$\text{vehicledamagemultiplier} * \text{rawdamage} * \text{warheadmultiplier}$

Because the warheadmultiplier is low for ramjets, and rawdamage (see the tables on <http://www.blackintel.org/?page=projects/biatch/weaponinfo>) is high, the effect of the missing multiplier is highest. Repair guns have a warheadmultiplier of 1, so those are not affected. C4 2 -> will do half of the points it should do. All other weapons are <1, therefore all those will give more points than they were supposed to. Because the multipliers are closer to 1 it will be less visible though.

With the bug fixed, you always get half of the points for repairing than for damaging a vehicle, and you always (regardless of the weapon you used) get the same amount for damaging or killing a vehicle (assuming it was not repaired ofcourse).

Without the bugfix, it mostly depends on the weapon you use to damage something with. More than it matters which thing you are damaging or the amount of damage you actually do.
. That is from This topic, announcing the point fix's release.

For those of you less confident at maths: The first formula (The buggy code that is in Renegade normally) can be simplified to "vehicledamagemultiplier * rawdamage" as the last two terms cancel each other out ($A/A = 1$. $X * 1 = X$) and how this then affects points is clearly explained. (Also note that some of these multipliers are actually fractional, eg: 1/2 and thus make things smaller).

I strongly suggest you read that entire topic (The so called "Long Version" is best). It's most definitely a bug, shall I tell you why? There's no point in putting "A/A" in to any formula in a program, because it will ALWAYS cancel out and thus waste the FPU's time, that is, it is inefficient and slow when the program is run. Thus it MUST be a mistake, and therefore a bug. (Unless A is 0, in which case it will crash!)

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [EvilWhiteDragon](#) on Sat, 19 Dec 2009 17:34:37 GMT
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ELiT3FLyR wrote on Sat, 19 December 2009 18:09Quote:I also addressed the part about infantry

versus tanks... and that's where your lack of understanding shines at its brightest. ignore the fact that the points system doesn't make sense for a second, and think of it in terms of gameplay and balance, especially for clan wars which are usually 4v4 or less.

you already say tanks are much stronger, so does it make any sense that you should get more points for killing infantry than tanks? especially when

- a) tanks have more health
- b) tanks have unlimited ammo
- c) tanks can be repaired anywhere
- d) tanks can't be squished
- e) tanks are cheaper in most cases

to make up the points for 1 PIC dying, GDI has to kill 2 Nod APCs. those are the kind of ratios that only make sense to either retards, people who really don't understand the game or people who have let themselves be brain washed by spoony's essays. you want to play a game where infantry is useless? go play Battlefield or something.

but hey I don't even know how I got dragged into this shit again, nothing is going to change no matter how many people want it to because spoony has managed to convince himself that the reason clan wars was successful last month was because of Pointfix, rather than the fact that actually people just wanted to play competitive again.

You might've had a point when you would be complaining about the money they cost (aka an APC should cost more) but now you're again just using bullshit arguments again.

Btw, you know that you actually get bugged points from a PIC as well? When you damage armour, I mean. When you're shooting into the health the points are fixed.

Basically, if you would just shoot a lot at a PIC that is being repaired without killing it, you'll get just as much points for a vehicle as for a PIC. You just shouldn't kill it, nor damage its health.

Subject: Re: Pointfix debate - cleared - I plaid guilty :(
Posted by [ELiT3FLyR](#) on Sat, 19 Dec 2009 17:58:57 GMT
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Quote: 1 PIC = 1,000 credits

2 Nod APCs = 2 x 500 = 1,000 credits

What the fuck doesn't make sense about that?

fuck man you're so stupid, I said look at it from gameplay and balance not fucking maths and logic. you really have been paying close attention to spoony's argument style haven't you.

tell me why you should get the same points for killing a PIC than 2 APCs, and you answer well um 500 x 2 is 1000! Jesus man the fact that the top 3 communities in terms of skill all hate Pointfix should surely give you a hint that what I'm saying is true.

and you obviously have a vendetta against Havocs that snipe the Harvy because they make more of an impact than you do on a game. get over it.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Hitman](#) on Sat, 19 Dec 2009 18:00:14 GMT
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simpee is n00b gg

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Sat, 19 Dec 2009 18:14:43 GMT
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ELi3FLyR wrote on Sat, 19 December 2009 11:58Quote:1 PIC = 1,000 credits

2 Nod APCS = 2 x 500 = 1,000 credits

What the fuck doesn't make sense about that?

fuck man ur so stupid, i said look at it from gameplay and balance not fucking maths and logic. you really have been playing close attention to spoonys argument style havent u.

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and u obviously have a vendetta against havocs that snipe the harvy because they make more of an impact then u do on a game. get over it.

The 2 APCs cost 1,000... The PIC cost 1,000... Why shouldn't that give the same amount of points? It cost the opposing team the same? Can you answer this, I bet not...

How does it help balance the game? If you are getting your ass kicked by tanks, you should learn how to use a tank to fight back, or accept defeat and quit playing Renegade. How can such a moron like you play in CW? You call me stupid, because I use logic? Congrats, every post in this thread that make arguing against pointfix just makes you look more and more mentally handicapped.

TBH, I have no idea why the "top 3" communities don't use pointfix... That makes no sense to me. So, NO, it does not make me think what you are saying is true.

Yes, I have a huge problem with assholes who snipe harvs all game, AS THAT IS THE DUMBEST THING I HAVE EVER FUCKING HEARD OF IN RENEGADE.

Using logic (which may be hard fro you as you seem to have no sense of it), explain to me how the fuck it makes sense that you should get a lot of points doing very little damage.

Untill you can do this, your argument is invalid and a waste of my time to read.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoon](#) on Sat, 19 Dec 2009 18:22:13 GMT
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ELiT3FLyR wrote on Sat, 19 December 2009 11:09 and that's where your lack of understanding shines at its brightest. ignore the fact that the points system doesn't make sense for a second not the entire points system... just weapons vs green-health tanks. everything else does make sense (apart from the nod rocket soldier)

ELiT3FLyR wrote on Sat, 19 December 2009 11:09 you already say tanks are much stronger, so does it make any sense that you should get more points for killing infantry than tanks? especially when

- a) tanks have more health
- b) tanks have unlimited ammo
- c) tanks can be repaired anywhere
- d) tanks can't be squished
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to make up the points for 1 PIC dying, gdi has to kill 2 nod apcs. those are the kind of ratios that only make sense to either retards, people who really don't understand the game or people who have let themselves be brainwashed by spoon's essays. you want to play a game where infantry is useless? go play battlefield or something.

so why aren't you absolutely outraged at the fact that the two apcs cost the same as the one PIC? the points gained for killing the units are entirely determined by the unit's cost.

if you wanna say infantry ought to be cheaper, go ahead. let's have that debate. you might spark a worthwhile topic there, which would make a change. but it's absurd to say that the solution to that problem - if it's really a problem, which is debatable - is to let people get points for absolutely no reason.

as for "brainwashed by spoon's essays", do yourself a favour, don't embarrass yourself. every time someone happens to agree with me they get insulted for doing so... it's absolutely pathetic. i could go further and say that everything i've said in these debates has been honest, whereas you've been caught lying to the community again and again and again and again to try to get the result you want.

Quote: but hey i don't even know how i got dragged into this shit again, nothing is going to change no matter how many people want it to because spoon has managed to convince himself that the reason clan wars was successful last month was because of pointfix, rather than the fact that actually people just wanted to play competitive again.

actually, i said no such thing. i didn't say the pointsfix was why clan wars was so successful last month. there were lots of reasons for that and i wouldn't put the pointsfix top of the list. however, the pointsfix and the other fixes like no harvblock is why clan wars was, for the first time ever, balanced between nod on gdi on maps like field, and fair to the extent that every game is won by the team that deserved it, which wasn't the case before. i keep saying this and you're obviously unmoved by it, which subtracts a great deal of credibility from your claims to give a shit about the game's balance. furthermore, hate said: if you put the pointsfix on clan wars everyone will leave. well, he's very narrow-sighted there - no mention of fairness, balance etc, just talking about activity in isolation, but even on that one point he was way off the mark.

but back to your statement. "nothing is going to change no matter..." what is it you think ought to change here? the pointfix is going to be entirely optional for each community. don't you want that? if so, then you ought to be ok with me saying: yes, we'll use it in clanwars. you're entirely free to host or buy your own clan ladder and run it with your point mod that lets you get points for absolutely no reason... good luck to you, though i won't play there. you even had my league available to you for the last year without the corrupt spoony ruining things for you, doesn't look like you made much use of it... you preferred to play in tempozia's server against loki.

Quote:tell me why u should get the same points for killing a PIC than 2 apcs, and you answer well um 500×2 is 1000!

it's a good answer. if you don't think a pic is "worth" two apcs, you would have been arguing for a long time now that apcs are too cheap or PICs are too expensive, or both. like i said before, that is perhaps a debate worth having.

Quote:and u obviously have a vendetta against havocs that snipe the harvy because they make more of an impact then u do on a game. get over it.

i object to havocs getting huge amounts of points by achieving absolutely nothing too... does the same apply to me?

Subject: Re: Pointfix debate - cleared - I plaid guilty :(

Posted by [Hitman](#) on Sat, 19 Dec 2009 18:45:04 GMT

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spoony if u dont remove pointfix from your servers right now...i WILL brick your windows and make u munch a kerb if u know what im sayin!

Subject: Re: Pointfix debate - cleared - I plaid guilty :(

Posted by [Spoon](#)y on Sat, 19 Dec 2009 20:39:13 GMT

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Spoon wrote on Sat, 19 December 2009 03:21this is a common point brought up in these debates. oddly enough, i always find that the people who think you should get more points for damaging a tank and less points for finishing it off... tend to be the same people who think you should get less points for pummelling a building and more points for finishing it off.

it's not the only paradox you see from these people. the other famous one is people who oppose the pointfix because they don't want to see someone who's been hammering the fuck out of an enemy base with a powerful tank, the enemy unable to stop him, get a high score... so let's implement a bug that lets you get points for no reason at all instead, that'll solve the problem!

you couldn't make this stuff up if you tried tbh
if anybody wants another...

"this game is about killing buildings, not pointwhoring. so when i lose my ref i should still be able to

afford whatever i want, and when i lose my wf it should not present me with any problems winning the game from then on"

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [GEORGE ZIMMER](#) on Sat, 19 Dec 2009 20:51:32 GMT
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people are still arguing with Spoony? Hot damn, I only argued a bit in his absence... the more I see the anti-pointsfix crowd argue, the less inclined I am to believe anything they say.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [CarrierII](#) on Sat, 19 Dec 2009 21:37:18 GMT
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ELi3FLyR wrote on Sat, 19 December 2009 17:58Quote:1 PIC = 1,000 credits

2 Nod APCS = 2 x 500 = 1,000 credits

What the fuck doesn't make sense about that?

fuck man ur so stupid, i said look at it from gameplay and balence not fucking maths and logic. you really have been playing close attention to spoonys argument style havent u.

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and u obviously have a vendetta against havocs that snipe the harvy because they make more of an impact then u do on a game. get over it.

REPLY TO MY POST.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Sat, 19 Dec 2009 21:39:45 GMT
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CarrierII wrote on Sat, 19 December 2009 21:37ELi3FLyR wrote on Sat, 19 December 2009 17:58Quote:1 PIC = 1,000 credits

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REPLY TO MY POST.

IT DOESN'T MATTER CARRIER, COZ YOUR POST CONTAINS LOGIC AND SMART STUFF.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [CarrierII](#) on Sat, 19 Dec 2009 21:41:10 GMT
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Chew wrote on Sat, 19 December 2009 21:39CarrierII wrote on Sat, 19 December 2009 21:37ELiT3FLyR wrote on Sat, 19 December 2009 17:58Quote:1 PIC = 1,000 credits

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REPLY TO MY POST.

IT DOESN'T MATTER CARRIER, COZ YOUR POST CONTAINS LOGIC AND SMART STUFF.

SORRY. I'LL REMOVE THE MATHS AND PUT IN SOME PRETTY PICTURES OF CATS. (Yes, I'm endorsing stupidity, it's a temporary measure)

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ELiT3FLyR](#) on Sun, 20 Dec 2009 03:01:18 GMT
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yes thats right, try and point me in the way of arguing against the maths, its all u have going for

the pro pointfix argument because it sure as hell doesnt make the game more fun or balanced

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Sun, 20 Dec 2009 03:48:15 GMT
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ELiT3FLyR wrote on Sat, 19 December 2009 21:01yes thats right, try and point me in the way of arguing against the maths, its all u have going for the pro pointfix argument because it sure as hell doesnt make the game more fun or balanced

ELiT3FLyR, untill you can explain how pointfix hurts balance STFU.

Math ande logic, is all the pro-pointfix camp needs, as the two combined = balance.

Either learn how to play Renegade or GTFO.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sun, 20 Dec 2009 05:11:22 GMT
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ELiT3FLyR wrote on Sat, 19 December 2009 21:01yes thats right, try and point me in the way of arguing against the maths, its all u have going for the pro pointfix argument because it sure as hell doesnt make the game more fun or balanced
you managed to go almost a month without completely humiliating yourself in these debates simpee, it's a shame you fell back into old habits.

all these other people in these threads in favour of the pointsfix, the "public-server n00bs" you love to condescend to because you think they all suck except me - well kiddo, they're right and you're wrong. anyone reading this thread can see you getting proven wrong again and again and again - just like every other pointsfix debate there's ever been - they can also see you desperately dodging everything you can't refute (which is a great deal). you've also just been caught lying to the community YET AGAIN, in spite of the enormous damage you've done to your own credibility by getting caught doing so innumerable times in the past. i have no idea why you can't see how much weaker you're making your side look by carrying on like this. i've certainly tried to point it out to you twenty or thirty times, for your own good.

doesn't make the game more balanced? once again, i'll just repeat the fact that since i set the original points and economy system up at clanwars, and disallowed harv block (i.e. start of november), every clan game has been won by the team that deserved to win it. this was definitely not true before. you can't refute that, and yet you're obviously totally unmoved by it, which is why nobody can take you seriously when you pretend you care about the game being balanced or not. it's like that thread on clanwars the other day about you being suspended a few years back, supposedly an outrage - but the fact you were completely indifferent to me being suspended proves beyond all doubt that you don't give a shit about fairness, honesty etc etc etc and it's sad to see you pretend you do.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [EvilWhiteDragon](#) on Sun, 20 Dec 2009 12:05:39 GMT
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Oh, Chew, I hope you don't mind me nicking your signature about the pointfix eh?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 12:26:06 GMT
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Spoony wrote on Sat, 19 December 2009 23:11 i have no idea why you can't see how much weaker you're making your side look by carrying on like this. i've certainly tried to point it out to you twenty or thirty times, for your own good.

I remember saying something similar to a different person...

asfshunm56

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sun, 20 Dec 2009 12:32:10 GMT
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by all means link me, if this person has behaved anywhere near as pathetically as simpee then i'd like to see it, but the only person who's done that in the pointsfix debate is probably clearshot.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 12:37:16 GMT
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oh, the persons not being pathetic, just damaging the own side by arguing the way the person is

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sun, 20 Dec 2009 12:49:32 GMT
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and what exactly is that "way" and what exactly is wrong with it?

if you can't fully and concisely answer that, then frankly you owe me an apology for comparing me to simpee.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 13:04:23 GMT
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That way is very argumentative and mathmatically. That itself is not bad at all, however you use it in such a way that, coupled with you constantly repeating phrases like "YOU LIED OVER AND OVER AND OVER AGAIN" makes you appear arrogant. Notice I said appear.

Also, I didnt compare you to simpee, i merely stated that your way of arguing has a similar outcome to simpees. Surely different methods can end in the same outcome?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoon](#) on Sun, 20 Dec 2009 13:15:38 GMT
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surth? / surth! wrote on Sun, 20 December 2009 07:04That way is very argumentative and mathmatically. That itself is not bad at all
good start!

Quote:however you use it in such a way that, coupled with you constantly repeating phrases like "YOU LIED OVER AND OVER AND OVER AGAIN" makes you appear arrogant. Notice I said appear.

i repeat it every time he does it, which is an absolutely staggering number of times, and every time he has the nerve to criticise *my* debate style. for example, in this thread he said that anyone agreeing with me must be "brainwashed by spoony" - what? do you have any idea how many times simpee has outright lied to the community to try to win pointsfix debates? whereas everything i've said has been entirely honest. stupidity like that is begging to be smacked down in the bluntest possible terms, and it doesn't make me arrogant if i don't stand for it.

Quote:Also, I didnt compare you to simpee, i merely stated that your way of arguing has a similar outcome to simpees. Surely different methods can end in the same outcome?

the same outcome? you're saying that when simpee lies to the community to try to win an argument, and i catch him red-handed, you consider this "the same outcome"? if so, you clearly don't value honesty very highly...

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 13:36:19 GMT
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Spoon wrote on Sun, 20 December 2009 14:15surth? / surth! wrote on Sun, 20 December 2009 07:04That way is very argumentative and mathmatically. That itself is not bad at all
good start! hooray!

Quote:Quote:however you use it in such a way that, coupled with you constantly repeating phrases like "YOU LIED OVER AND OVER AND OVER AGAIN" makes you appear arrogant. Notice I said appear.

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Quote:Quote:Also, I didnt compare you to simpee, i merely stated that your way of arguing has a similar outcome to simpees. Surely different methods can end in the same outcome? the same outcome? you're saying that when simpee lies to the community to try to win an argument, and i catch him red-handed, you consider this "the same outcome"? if so, you clearly don't value honesty very highly... No, i'm saying that neither of you gets anywhere by arguing in such a manner. You've debated this for what, a year now? Everybody who you can convince is already convinced and everybody else is a lost cause. All you do is turn away the people who would agree with you if you werent so insistent.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [EvilWhiteDragon](#) on Sun, 20 Dec 2009 13:48:37 GMT
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Spoony, I'm afraid I do have to agree with him for some part. Your debating tactics may be pretty clean and legit, they are also rather hostile. Because of the hostile nature, people that didn't yet decide whether they are pro or con might choose the wrong stupid.

Anyone that follows these discussions even remotely know that most of the antipointfix camp are just repeating their stupid arguments which all come down to "OH NOES WE NEEDS MORE MONIES!". That is easy to refute, so let's just do that, instead of personally attacking the blatantly stupid person. Just for the sake of showing them that we are rational people that make rational choices based on logic and basic facts.

It doesn't matter that they are so stupid that they use the same arguments over and over, they are just tricking you in a personal assault. From an outsiders point of view, they seem like they're winning (if you only glance at what has been said, of course).

So basically, just for the pointfix discussion, cut back on the liar and other personal assaults and reason with them. Calling someone stupid is an opinion and can easily differ for other persons.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoon](#) on Sun, 20 Dec 2009 13:58:36 GMT

Quote:EVERYTIME HE DOES IT - STAGGERING - OUTRIGHT LIED - ENTIRELY HONEST - its vocabulary like that. it makes people hostile and tedious. No matter how true it is. saying that simpee's lied to the community again and again and again is just a plain statement of fact. saying that i've been entirely honest in all these debates, as well as having posted masses of evidence and gone to incredible lengths to engage differing opinion, is a fact.

if saying these things offends you, it is ENTIRELY your problem. there is nothing wrong with these statements. this is a black-and-white issue.

you've made it very plain that in your mind, the problem isn't the despicable tactics used by people like simpee - the problem is spoony catches them redhanded and exposes them. congrats, anyone reading this thread can see you place absolutely no value on honesty.

Quote:No, i'm saying that neither of you gets anywhere by arguing in such a manner. You've debated this for what, a year now? Everybody who you can convince is already convinced and everybody else is a lost cause. All you do is turn away the people who would agree with you if you werent so insistent.

if someone is put off by the fact i keep smacking people like simpee down every time he does something incredibly pathetic, i can live without their support. you're saying: these people would be on my side if i let people get away with lying to the community all the time, rigging polls and lying about the results, sabotaging other people's communities if they choose to use the pointsfix...? you're saying that if i let people get away with all that crap unchallenged, other people would be on my side? if that's the way they think, i'm glad they're not on my side.

as for EWD, you're telling ME to reason with SIMPEE? you've missed a lot. eventually his endless stream of lies to the community to make me look bad got so extreme that i eventually said: if you carry on doing this, simpee, i'm gonna completely ignore everything you say from now on. lo and behold, he carried on doing it. i'm doing him a favour by still talking to him at all.

i've gone to unbelievable lengths to reason with this little shit, don't go telling me i need to go further.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 14:05:02 GMT
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Spoony wrote on Sun, 20 December 2009 07:58Quote:EVERYTIME HE DOES IT - STAGGERING - OUTRIGHT LIED - ENTIRELY HONEST - its vocabulary like that. it makes people hostile and tedious. No matter how true it is. saying that simpee's lied to the community again and again and again is just a plain statement of fact. saying that i've been entirely honest in all these debates, as well as having posted masses of evidence and gone to incredible lengths to engage differing opinion, is a fact.

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you've made it very plain that in your mind, the problem isn't the despicable tactics used by people like simpee - the problem is spoony catches them redhanded and exposes them. congrats, anyone reading this thread can see you place absolutely no value on honesty. No, In my mind, I dont care what fucking feud you have with simpee, clearshot, or anybody else. What I care about is seeing the pointsfix being implemented and integrated in as many servers&communities as possible because I believe it to be the right thing. If that means ignoring people like simpee lying, I will.

Quote:

Quote:No, i'm saying that neither of you gets anywhere by arguing in such a manner. You've debated this for what, a year now? Everybody who you can convince is already convinced and everybody else is a lost cause. All you do is turn away the people who would agree with you if you werent so insistent.

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So you basically you'd rather bash some idiots then see the thing implemented you argued for over a year.

And im not even saying "let them get away with it unchallenged", but getting personal and hostile doesnt solve either problem.

Quote:

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You're not doing yourself a favour.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [Spoony](#) on Sun, 20 Dec 2009 14:41:13 GMT

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surth? / surth! wrote on Sun, 20 December 2009 08:05No, In my mind, I dont care what fucking feud you have with simpee, clearshot, or anybody else.

indeed not. you don't care that they actively sabotaged my league when i chose to use the pointsfix, through a campaign of lies, manipulation, rigging polls and lying about the results, etc etc etc. you don't care that they tried doing exactly the same to the public-server ladder on the jelly forum (undoubtedly the lowest point of clearshot's renecareer). but when i catch them, IT'S AN OUTRAGE!

the fact you don't give a shit about what they're doing but you jump all over my assertive reaction

to it says a bit more about you than i think you realise.

surth? / surth! wrote on Sun, 20 December 2009 08:05 What I care about is seeing the pointsfix being implemented and integrated in as many servers&communities as possible because I believe it to be the right thing. If that means ignoring people like simpee lying, I will.
now i don't even know what you're talking about.

surth? / surth! wrote on Sun, 20 December 2009 08:05 So you basically you'd rather bash some idiots then see the thing implemented you argued for over a year.
...and again. why would you think that my intention here is to "bash some idiot"? no, but when people like simpee behave as UNBELIEVABLY pathetically, i'm gonna expose him for what he is.

surth? / surth! wrote on Sun, 20 December 2009 08:05 And im not even saying "let them get away with it unchallenged"
actually, yes you are.

surth? / surth! wrote on Sun, 20 December 2009 08:05 but getting personal and hostile doesnt solve either problem.
yes, it does... it humiliates him in front of everybody and puts him off trying the same thing again. i'm sorry, but when people do things as UNBELIEVABLY pathetic as some of the stuff simpee's done, the solution is not to meet him halfway, be polite with him... the solution is to bluntly expose him for what he is so he feels suitably chastised and learns some fucking honesty for the first time.

surth? / surth! wrote on Sun, 20 December 2009 08:05 You're not doing yourself a favour.
that's right. i'm doing EWD a favour.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 15:07:11 GMT
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Spoony wrote on Sun, 20 December 2009 08:41 surth? / surth! wrote on Sun, 20 December 2009 08:05 No, In my mind, I dont care what fucking feud you have with simpee, clearshot, or anybody else.

indeed not. you don't care that they actively sabotaged my league when i chose to use the pointsfix, through a campaign of lies, manipulation, rigging polls and lying about the results, etc etc etc. you don't care that they tried doing exactly the same to the public-server ladder on the jelly forum (undoubtedly the lowest point of clearshot's renecareer). but when i catch them, IT'S AN OUTRAGE!

the fact you don't give a shit about what they're doing but you jump all over my assertive reaction to it says a bit more about you than i think you realise. Im not jumping over it, im merely pointing it out.

Quote:surth? / surth! wrote on Sun, 20 December 2009 08:05 What I care about is seeing the

pointsfix being implemented and integrated in as many servers&communities as possible because I believe it to be the right thing. If that means ignoring people like simpee lying, I will.
now i don't even know what you're talking about. See my very first post.

Quote:surth? / surth! wrote on Sun, 20 December 2009 08:05So you basically you'd rather bash some idiots then see the thing implemented you argued for over a year.
...and again. why would you think that my intention here is to "bash some idiot"? no, but when people like simpee behave as UNBELIEVABLY pathetically, i'm gonna expose him for what he is. Okay, now you exposed him and everybody knows that he's unbelievably pathetic. can we move on now?

Quote:
surth? / surth! wrote on Sun, 20 December 2009 08:05And im not even saying "let them get away with it unchallenged"
actually, yes you are. Okay, let me rephrase that then. if you want to "expose" them, do so without resorting to hostile language and dont bring it up in pointfix debates.

Quote:
surth? / surth! wrote on Sun, 20 December 2009 08:05but getting personal and hostile doesnt solve either problem.
yes, it does... it humiliates him in front of everybody and puts him off trying the same thing again. i'm sorry, but when people do things as UNBELIEVABLY pathetic as some of the stuff simpee's done, the solution is not to meet him halfway, be polite with him... the solution is to bluntly expose him for what he is so he feels suitably chastised and learns some fucking honesty for the first time. doesnt seem to have worked so far, does it?

Quote:
surth? / surth! wrote on Sun, 20 December 2009 08:05You're not doing yourself a favour.
that's right. i'm doing EWD a favour.
[/quote]im sure he appreciates it.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Sun, 20 Dec 2009 15:34:29 GMT
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Gone for 1 day and 2 pages added, my god Spooky, if you think you got your point across, then stop posting. You are repeating the same things over and over again, and like Goztow said, no1 has changed their opinions. Who exactly are you posting to or for? Clearly it isn't to the people who are posting (anti-pointsfix crowd), and to me it just looks like you are trying to defend the pro pointsfix crowd as much as possible, by sitting on this topic all day, every day.
As soon as someone posts logic against you, you laugh at them, as soon as anyone posting nonsense, you repeat yourself a good 100 times, in different ways. What good has this done so far? Besides the fact that people follow you because they are scared of you or whatever, no1 has

changed their opinions on the matter, based on your posts, as far as i can see. It bothers me that you sit here all day, when almost nobody opposing you has the time to even read through all of your posts. We don't sit on the forums all day, fighting nothing, like you.

Tell me, has anyone here changed their opinions based on this topic? No? Oh, then by all means, lets continue to argue, just for the sake of arguing. It's the one thing you are good at, so you do it as much as you possibly can. With as much practice you have, i hope to god you are good at. Though, i must say, you should change your strategies, people are starting to see right through the quote spam posts.

Have fun arguing all of this, that no1 will read, then sarcastically quoting this last part, in attempt to make a fool out of me. Stop being so damn predictable, god damn.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sun, 20 Dec 2009 16:31:30 GMT
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HaTe wroteGone for 1 day and 2 pages added, my god Spoony, if you think you got your point across, then stop posting. You are repeating the same things over and over again, and like Goztow said, no1 has changed their opinions.
yes, that's a testament to the extraordinary ignorance of the anti-pointsfix crowd... this is nothing new, we've remarked upon it many times.

HaTe wroteWho exactly are you posting to or for? Clearly it isn't to the people who are posting (anti-pointsfix crowd), and to me it just looks like you are trying to defend the pro pointsfix crowd as much as possible, by sitting on this topic all day, every day.
i don't understand your question. i'm debating the subject... what's the problem?

HaTe wroteAs soon as someone posts logic against you, you laugh at them
who are you talking about here?

HaTe wroteas soon as anyone posting nonsense, you repeat yourself a good 100 times, in different ways.
lost me again, i'm afraid.

HaTe wroteBesides the fact that people follow you because they are scared of you or whatever ...oh my. who here do you think is "scared" of me? i've gotta hear this.

HaTe wroteNo1 has changed their opinions on the matter, based on your posts, as far as i can see.
that just shows your own ignorance. look how wrong you've been. you're proclaiming that you aren't going to change your mind no matter what? that's an argument against the guy who just proved you wrong, is it?

HaTe wroteIt bothers me that you sit here all day, when almost nobody opposing you has the time to even read through all of your posts. We don't sit on the forums all day, fighting nothing, like you. you've posted a lot too. don't be pissed off just because i'm not wrong so often as you were; it's

the debate equivalent of a sore loser, nothing more.

HaTe wrote Oh, then by all means, lets continue to argue, just for the sake of arguing.
...or because it's an important subject.

HaTe wrote it's the one thing you are good at, so you do it as much as you possibly can.
again, try to control your bitterness at the fact someone is better at debating than you are. you've certainly tried very hard, anyone reading this thread can see that... and there's nothing wrong with that, but don't humiliate yourself by acting like there's something wrong when I do the same far more successfully.

HaTe wrote Though, i must say, you should change your strategies, people are starting to see right through the quote spam posts.
...and one of these days maybe someone like you will refute a single thing i say about the pointsfix, or is that too much to aspire to? again, if you're angry at the fact you can't disprove anything i've said, it's your problem. doesn't make me the bad guy.

HaTe wrote Have fun arguing all of this, that no1 will read, then sarcastically quoting this last part, in attempt to make a fool out of me.
I don't need to make a fool out of you. When you displayed your bitterness at losing an argument and tried to make yourself feel better by acting like I did something wrong in responding to your statements, you made a fool out of yourself.

surth? / surth! wrote on Sun, 20 December 2009 09:07 Im not jumping over it, im merely pointing it out.
it's the only thing you make a point of criticising, and that says a lot.

Quote: Okay, now you exposed him and everybody knows that he's unbelievably pathetic. can we move on now?
...you'd better ask him that. i had a dim hope this would be the first pointsfix debate he participated in in which he DIDN'T do something incredibly sad. it wasn't. and when i caught him, you're asking ME if we can move on?

Quote: Okay, let me rephrase that then. if you want to "expose" them, do so without resorting to hostile language
ok, so... when he lies to the community to try to make me look bad, what do you suggest i call him instead of "liar"? i'm all ears.

Quote: and dont bring it up in pointfix debates.
sure, just as soon as he stops doing it in pointsfix debates, but he does it in non-pointsfix debates too, so no promises.

Quote: doesnt seem to have worked so far, does it?
actually, you'd be surprised how many times he's stopped posting out of sheer humiliation, then started a new argument several months later in the hope that everyone won't see his previous bullshit and my scathing destruction of it.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 16:52:52 GMT
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Spoony wrote on Sun, 20 December 2009 10:31

surth? / surth! wrote on Sun, 20 December 2009 09:07Im not jumping over it, im merely pointing it out.

it's the only thing you make a point of criticising, Simpee is too ignorant to be worth debating with, so what else is there worth pointing out?

Quote:and that says a lot. exactly the style of writing im talking about.

Quote:

Quote:Okay, now you exposed him and everybody knows that he's unbelievably pathetic. can we move on now?

...you'd better ask him that. i had a dim hope this would be the first pointsfix debate he participated in in which he DIDN'T do something incredibly sad. it wasn't. and when i caught him, you're asking ME if we can move on? again, its obvious HE cant move on, so i'm not even bothering.

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sure, just as soon as he stops doing it in pointsfix debates, but he does it in non-pointsfix debates too, so no promises. reminds me of the debate on minarets in switzerland. "Well they dont allow churches in their islamic countries either, WHY SHOULD WE BE ANY BETTER?"

Quote:Quote:doesnt seem to have worked so far, does it?

actually, you'd be surprised how many times he's stopped posting out of sheer humiliation, then started a new argument several months later in the hope that everyone won't see his previous bullshit and my scathing destruction of it.

^

btw, I want proof of you having once fucked jesus. pics or it didnt happen.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sun, 20 Dec 2009 17:23:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

surth? / surth! wrote on Sun, 20 December 2009 10:52Quote:and that says a lot. exactly the style of writing im talking about.

Ah, so it's italics you object to, is it? I'm still not really getting it.

surth? / surth! wrote on Sun, 20 December 2009 10:52Quote:

Quote:Okay, now you exposed him and everybody knows that he's unbelievably pathetic. can we move on now?

...you'd better ask him that. i had a dim hope this would be the first pointsfix debate he participated in in which he DIDN'T do something incredibly sad. it wasn't. and when i caught him, you're asking ME if we can move on? again, its obvious HE cant move on, so i'm not even bothering.

perhaps you should. perhaps if more people called him out on it instead of just leaving me to do it and criticising me for doing so, he might get the message.

surth? / surth! wrote on Sun, 20 December 2009 10:52Quote:Quote:Okay, let me rephrase that then. if you want to "expose" them, do so without resorting to hostile language
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i still don't follow you. so it's fine to call him a liar, but emphasizing the point is "hostile"?

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no, because i'm not saying "well, why should I act any better than simpee?" i'd never do the stuff he's done no matter what the provocation.

surth? / surth! wrote on Sun, 20 December 2009 10:52Quote:Quote:doesnt seem to have worked so far, does it?

actually, you'd be surprised how many times he's stopped posting out of sheer humiliation, then started a new argument several months later in the hope that everyone won't see his previous bullshit and my scathing destruction of it.

^

exactly. it is partially successful. i don't claim it's entirely successful, but it's better than nothing.

surth? / surth! wrote on Sun, 20 December 2009 10:52btw, I want proof of you having once fucked jesus. pics or it didnt happen.

wtf, nobody else has to prove their religious claims! now give me automatic seats in parliament, control over thousands of schools, laws preventing criticism of me and i don't want to pay tax.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Sun, 20 Dec 2009 17:29:39 GMT

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Explain to me how i lost the argument, if it continues? Ego much?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ELiT3FLyR](#) on Sun, 20 Dec 2009 17:34:12 GMT

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its not ego, its just the fact that hes delusional

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sun, 20 Dec 2009 17:37:06 GMT

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HaTe wrote on Sun, 20 December 2009 11:29 Explain to me how i lost the argument, if it continues? Ego much?

might wanna read page four buddy. it's not egotistical to say you lost that one pretty badly, look how many things you were wrong about. it's not a small number.

the sad part is, you said you'd love to be proven wrong. that didn't turn out to be very accurate...

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sun, 20 Dec 2009 17:42:18 GMT

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ELiT3FLyR wrote on Sun, 20 December 2009 11:34 its not ego, its just the fact that hes delusional I think i'm just gonna put you on ignore now, and advise the rest of TT to do the same. after all, i've given you plenty of warnings and advised you god knows how many times to try being honest for a change... you just carry on lying to the community to try to get what you want. i've tried to do you a favour by pointing out how much damage you're doing to your own credibility, but you're just too thick to see it... i think you've got some very serious mental problems, either that or your parents just didn't teach you the value of honesty.

do yourself a favour, apologise to me for what you and clear did, then be entirely honest in these debates from now on. you've received much more patience than you deserve.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Hitman](#) on Sun, 20 Dec 2009 17:44:15 GMT

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Dear Simpee,

You tell me that you need me
Then you go and cut me down, but wait
You tell me that you're sorry
Didn't think I'd turn around, and say...

It's too late to apologize, it's too late

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ELiT3FLyR](#) on Sun, 20 Dec 2009 17:48:33 GMT
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haha ur going to put me on ignore when the last page and a half has been you writing essays about me and me saying... nothing. try putting urself on ignore, im sure ud be much better off because of it

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 17:48:57 GMT
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Spoony wrote on Sun, 20 December 2009 11:23surth? / surth! wrote on Sun, 20 December 2009 10:52Quote:and that says a lot. exactly the style of writing im talking about.
Ah, so it's italics you object to, is it? I'm still not really getting it.How does it say a lot? Its like youre saying im a malevolent dishonest person without any integrity or sense of honesty - dramatically speaking -, just because i happened to debate with you instead of with simpee.

Quote:surth? / surth! wrote on Sun, 20 December 2009 10:52Quote:
Quote:Okay, now you exposed him and everybody knows that he's unbelievably pathetic. can we move on now?
...you'd better ask him that. i had a dim hope this would be the first pointsfix debate he participated in in which he DIDN'T do something incredibly sad. it wasn't. and when i caught him, you're asking ME if we can move on? again, its obvious HE cant move on, so i'm not even bothering.
perhaps you should. perhaps if more people called him out on it instead of just leaving me to do it and criticising me for doing so, he might get the message. Yeah, like when George Zimmer did that and Simpee said "LOLO FFAG ROFL" and then continued being batshit insane. They will never, ever, ever get the message.

Quote:surth? / surth! wrote on Sun, 20 December 2009 10:52Quote:Quote:Okay, let me rephrase that then. if you want to "expose" them, do so without resorting to hostile language
ok, so... when he lies to the community to try to make me look bad, what do you suggest i call him instead of "liar"? i'm all ears. dont resort to semantics. its not the use of the word liar, its BEING CAUGHT RED HANDED LYING AGAIN AND AGAIN (capslockemphasis added by me).

i still don't follow you. so it's fine to call him a liar, but emphasizing the point is "hostile"? calling the way you react to any of simpees post "placing emphasis" would be an understatement, but you may not be aware of this. its hard to properly see ones own writing style.

Quote:surth? / surth! wrote on Sun, 20 December 2009 10:52Quote:Quote:and dont bring it up in pointfix debates.

sure, just as soon as he stops doing it in pointsfix debates, but he does it in non-pointsfix debates too, so no promises. reminds me of the debate on minarets in switzerland. "Well they dont allow churches in their islamic countries either, WHY SHOULD WE BE ANY BETTER?"

no, because i'm not saying "well, why should I act any better than simpee?" i'd never do the stuff he's done no matter what the provocation. You said you'd stop just as soon as he would, but there simply is no point in that.

Quote:surth? / surth! wrote on Sun, 20 December 2009 10:52Quote:Quote:doesnt seem to have worked so far, does it?

actually, you'd be surprised how many times he's stopped posting out of sheer humiliation, then started a new argument several months later in the hope that everyone won't see his previous bullshit and my scathing destruction of it.

^

exactly. it is partially successful. i don't claim it's entirely successful, but it's better than nothing. its not a lot considering how many people are put off by all of these tedious debates in return. like this one. which is why im gonna stop after this post.

Quote:surth? / surth! wrote on Sun, 20 December 2009 10:52btw, I want proof of you having once fucked jesus. pics or it didnt happen.

wtf, nobody else has to prove their religious claims! now give me automatic seats in parliament, control over thousands of schools, laws preventing criticism of me and i don't want to pay tax.

You're only a religion if you have enough devotees. right now youre just a sect. like islam. or buddhism. or anything else that doesnt rhyme with fistianity!

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 17:51:15 GMT

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Hitman wrote on Sun, 20 December 2009 11:44Dear Simpee,

You tell me that you need me
Then you go and cut me down, but wait
You tell me that you're sorry
Didn't think I'd turn around, and say...

It's too late to apologize, it's too late look at hitman getting all poetic

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ELiT3FLyR](#) on Sun, 20 Dec 2009 17:51:31 GMT
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wow surth, and i thought appeasement was a dead policy..

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Starbuzz](#) on Sun, 20 Dec 2009 17:52:04 GMT
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http://www.renegadeforums.com/index.php?t=msg&goto=404733&rid=23998#msg_404733

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 18:02:27 GMT
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ELiT3FLyR wrote on Sun, 20 December 2009 17:51 wow surth, and i thought appeasement was a dead policy..
i just like teh cock really

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Sun, 20 Dec 2009 18:06:36 GMT
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ELiT3FLyR wrote on Sun, 20 December 2009 11:48haha ur going to put me on ignore when the last page and a half has been you writing essays about me and me saying... nothing. try putting urself on ignore, im sure ud be much better off because of it

QFT

You say you don't understand me Spooky, is that because of the logic possibly "Buddy"? Don't talk to me like you are my friend, just because you think you are so high and mighty over the internet. Sarcasm over the internet is rather...pathetic in your case. I have read all your posts, and read every word of them (i don't know why, they were a complete waist of time), but you are Mr. Zimmer's posts have actually convinced me to change my mind about the matter, that's a total of 1 person, in all the pointsfix topics. I now am an anti-pointsfix person, thank you.

You my friend, are one convincing person, you should be awfully proud.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sun, 20 Dec 2009 18:07:43 GMT
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simpee wrotehaha ur going to put me on ignore when the last page and a half has been you writing essays about me and me saying... nothing.
good argument, you knew you couldn't respond to anything i said so you didn't try to... i suppose you think you've scored a point there?

let me give you some more advice, don't be so condescending to people just because they don't play clanwars. it doesn't mean they can't be right, and it certainly doesn't mean you can't be wrong. this thread's evidence of that.

surth? / surth! wrote on Sun, 20 December 2009 18:48Spoony wrote on Sun, 20 December 2009 11:23Ah, so it's italics you object to, is it? I'm still not really getting it.How does it say a lot? Its like youre saying im a malevolent dishonest person without any integrity or sense of honesty - dramatically speaking -, just because i happened to debate with you instead of with simpee. i approve of this; you're making some attempt to refute my statement instead of just saying i should have said it in a less hostile manner!

Quote:Yeah, like when George Zimmer did that and Simpee said "LOLO FFAG ROFL" and then continued being batshit insane. They will never, ever, ever get the message.
see, you say he's "batshit insane", and i agree with that, but you must understand: i had no idea you thought that. you should have said so, for my benefit and for simpee's.

Quote:calling the way you react to any of simpees post "placing emphasis" would be an understatement, but you may not be aware of this. its hard to properly see ones own writing style. if it is, it's even harder to understand your criticism of it. you lose me more and more with each post trying to elaborate.

Quote:its not a lot considering how many people are put off by all of these tedious debates in return. like this one. which is why im gonna stop after this post.
ok, thanks for your input. especially "batshit insane", i enjoyed that.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Hitman](#) on Sun, 20 Dec 2009 18:10:33 GMT
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spoony ts u fag

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Sun, 20 Dec 2009 18:14:36 GMT
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HaTe wrote on Sun, 20 December 2009 12:06You say you don't understand me Spoony, is that because of the logic possibly "Buddy"? Don't talk to me like you are my friend, just because you

think you are so high and mighty over the internet. Sarcasm over the internet is rather...pathetic in your case. I have read all your posts, and read every word of them (i don't know why, they were a complete waist of time), but you are Mr. Zimmer's posts have actually convinced me to change my mind about the matter, that's a total of 1 person, in all the pointsfix topics. I now am an anti-pointsfix person, thank you.

You my friend, are one convincing person, you should be awfully proud.
blah blah blah

summary: you made a whole lot of statements in criticism of the pointsfix, you were proven wrong about almost all of them (it's all on page four). nothing bad about that in itself, there's no shame in being wrong or admitting to being wrong... but you go and make an egotistical fool of yourself by acting like me (and zimmer) actually did something amiss by pointing out you were wrong about so many things. sorry, but if you can't handle being wrong, don't join a debate. it's like joining a server and then crying when the enemy shoots you.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [ChewML](#) on Sun, 20 Dec 2009 18:19:15 GMT
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EvilWhiteDragon wrote on Sun, 20 December 2009 04:05Oh, Chew, I hope you don't mind me nicking your signature about the pointfix eh?

Have at it.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [JohnDoe](#) on Sun, 20 Dec 2009 18:32:18 GMT
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sheeeeeeeeit

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [EvilWhiteDragon](#) on Sun, 20 Dec 2009 18:33:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

surth? / surth! wrote on Sun, 20 December 2009 16:07

Quote:

surth? / surth! wrote on Sun, 20 December 2009 08:05You're not doing yourself a favour.

that's right. i'm doing EWD a favour.

im sure he appreciates it.

Well, actually I think that in the case that Spooky illustrates it would actually help the pointfixcamp to just ignore the retards. Arguing/fighting is useless if you can't convince your opponent. Simpee apparently just stubbornly refuses to reason. Well that should be ok, just don't lower yourself to their level by getting personal. If one just reads the countless threads about it then either he/she

will understand the use of the pointfix or hate you Spooky.

Hell, I actually dislike the pointfix debate precisely because of your style of posting. Hell, how many times have you now told everyone that Simpee is lying? If they care, they got it by now or never will.

Edit:

Oh, btw, HaTe supports my point. People start to see you as the pointfix. Which is NOT a good thing as you created enough enemies already. It would be much better to see Crimson, StealthEye, TT or BlackIntel as the 'image' of the pointfix. Due to your style or reasoning, either people will join you, or will start fighting back. When they start fighting back, it basically means that the pointfix camp has lost (again).

I dare you to just read this post, tell me whether you understand what I'm saying/trying to say and not challenge it any further. I don't need you to agree with me, I just want you to think about this.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 18:42:50 GMT

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Quote:

Quote:calling the way you react to any of simpees post "placing emphasis" would be an understatement, but you may not be aware of this. its hard to properly see ones own writing style. if it is, it's even harder to understand your criticism of it. you lose me more and more with each post trying to elaborate. thats pretty much the reason i stopped debating this. im unable to get my point across due to limitations of the english language, my ineloquence, and, i suppose, the limited capability of human communication in general.

Quote:

Quote:its not a lot considering how many people are put off by all of these tedious debates in return. like this one. which is why im gonna stop after this post.
ok, thanks for your input. especially "batshit insane", i enjoyed that.variations include Bat Fuck Insane and Ape-Shit Crazy

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Herr Surth](#) on Sun, 20 Dec 2009 18:43:41 GMT

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JohnDoe wrote on Sun, 20 December 2009 12:32sheeeeeeeeeit
qq less play more, naziface!

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [JohnDoe](#) on Sun, 20 Dec 2009 19:43:05 GMT
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once I finish this term paper faggot

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Sun, 20 Dec 2009 20:07:20 GMT
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I still don't see how i was proven wrong, as i posted opinions, which can't be proved wrong, only facts can. All we did was exchange opinions, mind explaining how i was "proven" wrong?

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [kadoosh](#) on Sun, 20 Dec 2009 22:55:59 GMT
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HaTe wrote on Sun, 20 December 2009 15:07 I still don't see how i was proven wrong, as i posted opinions, which can't be proved wrong, only facts can. All we did was exchange opinions, mind explaining how i was "proven" wrong?

I'm not saying you are right or wrong. Just let it go...You will get nowhere.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [GEORGE ZIMMER](#) on Sun, 20 Dec 2009 23:04:34 GMT
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HaTe wrote on Sun, 20 December 2009 22:07 I still don't see how i was proven wrong, as i posted opinions, which can't be proved wrong, only facts can. All we did was exchange opinions, mind explaining how i was "proven" wrong?

Person 1: God is right.

Person 2: I don't believe so.

Person 1: I do.

Person 2: I don't because _____

Person 1: I was just stating my opinions, you cannot prove me wrong. Therefore, I am not wrong.

Saying "it's just an opinion!" isn't a "Get out of factual argument free" card, dumbass. Especially in the way you argued it.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [HaTe](#) on Sun, 20 Dec 2009 23:22:07 GMT
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Quote:Person 1: I was just stating my opinions, you cannot prove me wrong. Therefore, I am not wrong.

Unless the evidence is clearly proving an opinion wrong, which clearly that is not the case here, or there would be no argument. You may think that your logic is obvious, but you are not alone in that.

But hell, there are still people who think the world is flat, though all of the evidence out there proving it is round. There are still those people who won't change their minds. This is not the case though, as there is not enough evidence it IS a bug to convince many people. If it was a bug, why would this many people object to the change of it? No1/little people objected to all of the other changes by scripts and core patches, why would so many people go through the trouble to argue this case? Even if it was 100% proven a bug, there also would still be those people who object to playing with the pointfix, just because of the changes. That's how it is when it comes straight down to it, and people won't change their opinions very often at all, just by reading arguments, compared to seeing facts. There are some facts, just not enough for many people, plain and simple.

Subject: Re: Pointfix debate - cleared - I plaid guilty :(
Posted by [EvilWhiteDragon](#) on Sun, 20 Dec 2009 23:29:47 GMT
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HaTe wrote on Mon, 21 December 2009 00:22Quote:Person 1: I was just stating my opinions, you cannot prove me wrong. Therefore, I am not wrong.

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I think it is fair to say that the pointbug is obviously a bug. One would not multiply x by something only to detract it right afterwards (that is the most factual reason why the pointfix is wrong, besides it being inconsistent).

What you may or may not agree to is whether it improves gameplay or not.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [HaTe](#) on Mon, 21 Dec 2009 01:29:58 GMT

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EvilWhiteDragon wrote on Sun, 20 December 2009 17:29HaTe wrote on Mon, 21 December 2009 00:22Quote:Person 1: I was just stating my opinions, you cannot prove me wrong. Therefore, I am not wrong.

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I don't deny that it's not a bug, but i also believe that gameplay is better with it in. I like anything that will improve gameplay, and in my opinion, the pointsfix will hurt it more than improve it. That's just me though, adjusting to something i don't feel needed is something i will do, but i would also prefer not to do. Call that anti-pointsfix if you want, but in the end, it's just an opinion.

I also believe you said the edit in your post on the top of the page very well. Spooky tends to turn things in to a "for or against" situation very easily, especially when people are undecided, they may either see his logic, and go with him, or see that he is mocking everyone with his posts at the same time, and oppose him.

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(

Posted by [EvilWhiteDragon](#) on Mon, 21 Dec 2009 03:34:42 GMT

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HaTe wrote on Mon, 21 December 2009 02:29EvilWhiteDragon wrote on Sun, 20 December 2009 17:29HaTe wrote on Mon, 21 December 2009 00:22Quote:Person 1: I was just stating my opinions, you cannot prove me wrong. Therefore, I am not wrong.

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OK, now were getting somewhere.

You're saying that it hurts gameplay in your oppinion, why? I'm curious what hurts gameplay more than harvsniping

Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [Spoony](#) on Mon, 21 Dec 2009 05:15:43 GMT
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EvilWhiteDragon wrote on Sun, 20 December 2009 12:33Arguing/fighting is useless if you can't convince your opponent. Simpee apparently just stubbornly refuses to reason. Well that should be ok, just don't lower yourself to their level by getting personal. If one just reads the countless threads about it then either he/she will understand the use of the pointfix or hate you Spooky. i'm actually embarrassed for you reading this, ewd.

simpee lies to the community again and again and again, rigs several polls and lies about the results, actively sabotages a community who chose to use the pointfix, tells me i can't use it in my own community (so much for individual choice) in the clanwars ladder, tells people NOBODY should use it... and when i don't stand for any of this bullshit, you tell me not to lower myself to his

level? what the FUCK is wrong with you? read what you are saying. you should be deeply ashamed of what you just posted.

and if people read these threads and end up "hating" me just because i don't put up with behaviour as unbelievably pathetic as simpee's, then i'm glad they hate me. if somebody thinks the problem is not what simpee's doing but the fact i'm resisting it, i don't want that kind of idiot on my side. if anything, the fact i seem to be annoying these morons makes me think i'm doing something right.

if you are not annoyed by someone endlessly lying to the community, actively sabotaging anyone who wants to use the original renegade points system etc... but you ARE annoyed by someone who will not stand for this, then thanks for showing us your priorities. i am glad i now know this about you.

Quote:Hell, I actually dislike the pointfix debate precisely because of your style of posting. Hell, how many times have you now told everyone that Simpee is lying? If they care, they got it by now or never will.

and if they don't care, but they care about the fact i'm saying so, i do not value their opinions.

Quote:Oh, btw, HaTe supports my point. People start to see you as the pointfix. Which is NOT a good thing as you created enough enemies already. It would be much better to see Crimson, StealthEye, TT or BlackIntel as the 'image' of the pointfix. Due to your style or reasoning, either people will join you, or will start fighting back. When they start fighting back, it basically means that the pointfix camp has lost (again).

I dare you to just read this post, tell me whether you understand what I'm saying/trying to say and not challenge it any further. I don't need you to agree with me, I just want you to think about this. and i'd like YOU to think about what a COMPLETE moron you've just made yourself look. i'm not joking here, i am literally embarrassed for you reading what you said.

Surth wrotethats pretty much the reason i stopped debating this. im unable to get my point across due to limitations of the english language, my ineloquence, and, i suppose, the limited capability of human communication in general.

it's always the way. people like you always say there's something terribly wrong with the way i debate. i always make a point of asking exactly what that is, and they never ever can, and there's always some excuse for it.

HaTe wrotel still don't see how i was proven wrong, as i posted opinions, which can't be proved wrong, only facts can. All we did was exchange opinions, mind explaining how i was "proven" wrong?

tbh, if you read page four and don't think you were proven wrong numerous times, you aren't looking very hard.

don't get me wrong here; there's absolutely no shame about being wrong in a debate, even as many times as you. the only shame comes when you react violently, and act like the other person did something unfair in proving you wrong. i'm saying this for your own benefit.

Quote:But hell, there are still people who think the world is flat, though all of the evidence out there proving it is round. There are still those people who won't change their minds. This is not the

case though, as there is not enough evidence it IS a bug to convince many people. If it was a bug, why would this many people object to the change of it? No1/little people objected to all of the other changes by scripts and core patches, why would so many people go through the trouble to argue this case? Even if it was 100% proven a bug, there also would still be those people who object to playing with the pointsfix, just because of the changes. That's how it is when it comes straight down to it, and people won't change their opinions very often at all, just by reading arguments, compared to seeing facts. There are some facts, just not enough for many people, plain and simple.

you're asking pointless questions now.

read my first reply in chewml's thread. it might open your eyes to the way your fellows on the anti-pointsfix crowd have acted from the very beginning of this debate. of course, it's hardly the worst thing they've done...

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Crimson](#) on Mon, 21 Dec 2009 08:13:13 GMT

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I don't see why it matters who is the "face" of the points fix. I was an active participant in the debates two and a half years ago when a few servers started balance testing it. I compiled all of our facts, figures and results to create the long announcement post that should be REQUIRED READING for all debate participants. (Otherwise, surely you can not be a Master Debater)

I did my best to conclusively prove that:

- 1) this was, in fact, a bug and not intended by Westwood developers
- 2) Improves gameplay by removing nonsense tactics
- 3) Results in the correct winner of a match decided by points, as categorized by more "field" presence, map control, aggression, buildings damaged/destroyed
- 4) Gives a better newbie experience because they aren't berated for seemingly proper activities such as repairing a building or saving up and buying the most expensive tank

If the pro-pointsbug people can't see that, I'm not sure what else we can do.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Mon, 21 Dec 2009 10:01:55 GMT

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Crimson wrote on Mon, 21 December 2009 02:13:1) this was, in fact, a bug and not intended by Westwood developers

- 2) Improves gameplay by removing nonsense tactics
- 3) Results in the correct winner of a match decided by points, as categorized by more "field" presence, map control, aggression, buildings damaged/destroyed

4) Gives a better newbie experience because they aren't berated for seemingly proper activities such as repairing a building or saving up and buying the most expensive tank
i'd like to elaborate on 4. there's a much better reason why the original renegade points system is a "better newbie experience" than the modification known as the "point bug". people are aware of it but they're looking at it upside down.

people say they have to "adapt" to the pointsfix. no, they had to adapt to the point bug in the first place. i think i'm a pretty careful and thoughtful player with a good grasp of the game, and yet i'd been playing maybe a year before i knew about the ramjet bullshit.

if the points bug never existed, then everyone would get used to the points system very very easily, because it's perfectly simple and makes sense... the more damage you do against more important targets, the more points you get. instead people have had to pick up on all the ridiculous small print about snipers, auto rifles, APCs, orca machineguns, letting the WF die etc etc etc...

people like hate are complaining about having to "adapt". no, you've just got to "unadapt", unlearn all the amazingly stupid bad habits that the points bug taught you, which is A LOT easier than learning them all in the first place.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [EvilWhiteDragon](#) on Mon, 21 Dec 2009 11:37:55 GMT
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Crimson wrote on Mon, 21 December 2009 09:13| don't see why it matters who is the "face" of the points fix. I was an active participant in the debates two and a half years ago when a few servers started balance testing it. I compiled all of our facts, figures and results to create the long announcement post that should be REQUIRED READING for all debate participants. (Otherwise, surely you can not be a Master Debater)

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If the pro-pointsbug people can't see that, I'm not sure what else we can do.

That was basically my point to Spooky, we can argue with them, but if they don't care/don't listen to our arguments then that's pretty much a waste of time. The topics about this die much quicker if we would just ignore the people that are just here to troll.

Don't feed the trolls

Edit:
Crimson, PM?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [GEORGE ZIMMER](#) on Mon, 21 Dec 2009 12:22:12 GMT
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Sad part is they're not mindless trolls usually. They actually believe that the pointsbug is better for Renegade.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Mon, 21 Dec 2009 14:40:46 GMT
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Quote:impee lies to the community again and again and again, rigs several polls and lies about the results, actively sabotages a community who chose to use the pointsfix, LOL!?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Jamie or NuneGa](#) on Mon, 21 Dec 2009 19:59:34 GMT
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the cummunity doesn't chose pointsfix, it accepts something that it has no power to change.

p.s you get more points for splashing a hotty down to half than you get for hitting a med 5 times with a arty, makes sense...

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Mon, 21 Dec 2009 20:41:09 GMT
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well duh i mean patches are obviously as good as arts so u deserve the same amount of points for killing them.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Goztow](#) on Mon, 21 Dec 2009 20:58:00 GMT
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ELiT3FLyR wrote on Mon, 21 December 2009 21:41well duh i mean patches are obviously as good as arts so u deserve the same amount of points for killing them.

They cost as much, so they're of the same worth. One is just chosen left often than the other.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ChewML](#) on Mon, 21 Dec 2009 21:03:41 GMT
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Goztow wrote on Mon, 21 December 2009 14:58ELiT3FLyR wrote on Mon, 21 December 2009 21:41well duh i mean patches are obviously as good as arts so u deserve the same amount of points for killing them.

They cost as much, so they're of the same worth. One is just chosen left often than the other. Which is a sad truth tbh, because Patch can do some damage in the tunnels and is often underrated.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Tue, 22 Dec 2009 04:21:29 GMT
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ELiT3FLyR wrote on Mon, 21 December 2009 14:41well duh i mean patches are obviously as good as arts so u deserve the same amount of points for killing them.
you've already lost this part of the argument several times in the space of one thread, not to mention several times in previous threads. if you aren't gonna even read what the person you're arguing with is saying, nor ever concede it when you're wrong (as has happened an enormous number of times) then there is absolutely no point debating with you at all.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Tue, 22 Dec 2009 05:14:58 GMT
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Nune wrote on Mon, 21 December 2009 14:59the cummunity doesn't chose pointsfix, it accepts something that it has no power to change.
uh, what? each community will have the choice between the original renegade points system or your point mod. this is TT's policy, and mine, although plenty of people on the pointbug side have spoken vehemently against it, such as simpee.

Quote:p.s you get more points for splashing a hotty down to half than you get for hitting a med 5 times with a arty, makes sense...

arty shooting a med = about 5 points per shot

taking a hotwire down to half = well, total kill points = 35, 17 of which is damaging her to nearly dead, so about 8/9. let's say 9.

so 9 is more than 25, is it? pay more attention in maths class tbh.

but, you wanna talk about X getting more points than Y not making sense? fine, let's talk about that.

with your point mod, the one you want me to use in clanwars: a gdi soldier unloading all its ammo against a stealth tank (or five soldiers unloading one clip each) gets about 400 points despite doing about 80 damage to it, barely more than a single med tank shell.

400 points, eh?

- more than disarming a nuke
- more than half as much as killing a building
- the same as killing 4 havocs
- about the same as killing 8 light tanks

shall i go on? another example? med shooting a building that's being repaired, and a sakura shooting the med. the overall point gain by the sakura is MORE THAN THE MED IS EARNING.

perhaps you can explain how these "make sense" in the point mod you are advocating. that's a challenge btw, either answer these questions or admit you can't answer them. and if you can't, then don't be too surprised when i don't want to use your point mod in a league that's supposed to be based on fairness and balance.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [liquidv2](#) on Tue, 22 Dec 2009 07:07:48 GMT

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the only way patch would be considered good or better is if ramjets only fired once before needing to reload and 500 snipers all did 70 damage per bodyshot like the picked-up versions

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Tue, 22 Dec 2009 18:11:50 GMT

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like i said to simpee the first time he brought this up... if he wants to argue that various infantry are too expensive or tanks are too cheap, by all means let's have that debate. but don't go saying that the solution to this "problem" (simpee asserts that it's a problem by fiat, of course) is to let people get points for absolutely no reason.

btw quick prediction: neither simpee or nunega will be able to respond to my last post, but they won't be able to bring themselves to concede they were wrong again, so what they'll do is not post in this thread again and bring up the same subject in another post several weeks or months from now making the same points that have already been disproven.

history repeats itself yet again.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Herr Surth](#) on Tue, 22 Dec 2009 19:16:04 GMT

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Spoony wrote on Tue, 22 December 2009 12:11 like i said to simpee the first time he brought this up... if he wants to argue that various infantry are too expensive or tanks are too cheap, by all means let's have that debate. but don't go saying that the solution to this "problem" (simpee asserts that it's a problem by fiat, of course) is to let people get points for absolutely no reason.

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history repeats itself yet again. not trying to make much of a point here since i agree with the pointsfix - but you could say that people get points for actions that don't do any damage precisely because they don't do any damage. a shooter shooting a rushing flamer is a person not repairing/helping to kill the flamer.

Still wouldn't make a lot of sense though.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Tue, 22 Dec 2009 19:37:31 GMT

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surth? / surth! wrote on Tue, 22 December 2009 13:16 not trying to make much of a point here since i agree with the pointsfix - but you could say that people get points for actions that don't do any damage precisely because they don't do any damage. a shooter shooting a rushing flamer is a person not repairing/helping to kill the flamer.

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it wouldn't make any sense at all. indeed it simply discourages people from real tactics, like trying to kill them with a grenadier/engi (or least to push them back), or fix your buildings or a friendly vehicle.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Herr Surth](#) on Tue, 22 Dec 2009 19:52:58 GMT

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Still wouldn't make a lot of sense though.

it wouldn't make any sense at all. indeed it simply discourages people from real tactics, like trying

to kill them with a grenadier/engi (or least to push them back), or fix your buildings or a friendly vehicle.
it would add another tactic, which is getting points but not doing damage or repairing a building.

of course, it would still confuse the hell out of newcomers and my example only works in very specific scenarios while in most cases the pointsbug simply makes the game counter-intuitive and unbalanced.

about nobody ever showing you an example of your writing style being hostile: I dont have to show you. The mere fact that a lot of people think so makes it a viable argument.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Ethenal](#) on Tue, 22 Dec 2009 21:29:42 GMT
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How are you people still alive...?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Tue, 22 Dec 2009 21:34:00 GMT
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surth? / surth! wrote on Tue, 22 December 2009 13:52it would add another tactic, which is getting points but not doing damage or repairing a building.
k, let's allow b2b because it "adds another tactic", albeit one that is completely bullshit, unfair and teaches people stupid habits.

surth? / surth! wrote on Tue, 22 December 2009 13:52about nobody ever showing you an example of your writing style being hostile: I dont have to show you. The mere fact that a lot of people think so makes it a viable argument.
that's COMPLETE bullshit.

for example: everyone's always crying about "pointwhoring". i often challenge this nonsense, and the people crying always, always lose the argument... but they never change their minds. everything they say is always wrong, but they all still think so... that's a viable argument?
the anti-pointsfix crowd has lost every single pointsfix debate, usually very very badly, and yet many people still like their bugged point mod.

i frequently made the challenge i made to you: either tell me exactly what is wrong with my debate style. if you can't, then quite frankly you owe me an apology and you're not the only one. like everybody else i made this challenge to, you completely failed and like everybody else, you still didn't have the decency to withdraw your statements.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Herr Surth](#) on Tue, 22 Dec 2009 22:07:31 GMT
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Spoony wrote on Tue, 22 December 2009 15:34surth? / surth! wrote on Tue, 22 December 2009 13:52it would add another tactic, which is getting points but not doing damage or repairing a building.

k, let's allow b2b because it "adds another tactic", albeit one that is completely bullshit, unfair and teaches people stupid habits. true enough.

Quote:surth? / surth! wrote on Tue, 22 December 2009 13:52about nobody ever showing you an example of your writing style being hostile: I dont have to show you. The mere fact that a lot of people think so makes it a viable argument.
that's COMPLETE bullshit.

for example: everyone's always crying about "pointwhoring". i often challenge this nonsense, and the people crying always, always lose the argument... but they never change their minds. everything they say is always wrong, but they all still think so... that's a viable argument? the anti-pointsfix crowd has lost every single pointsfix debate, usually very very badly, and yet many people still like their bugged point mod.

i frequently made the challenge i made to you: either tell me exactly what is wrong with my debate style. if you can't, then quite frankly you owe me an apology and you're not the only one. like everybody else i made this challenge to, you completely failed and like everybody else, you still didn't have the decency to withdraw your statements.

That example also doesnt work. There ARE people who would support pointsfix if it werent for your aggressive debating style. thats all there is to it. They dont need to provide you a specific thing that is wrong with your style. You're debating this topic to convince people of your opinion -> people would agree with you if it werent for your tone -> You're not accomplishing what you want.

I'll try anyway. Imagine talking about something with a friend of yours in rl. And imagine you go louder from time to time and exclaim "PROVEN YOU WRONG AGAIN AND AGAIN" or call him indecent because he wont agree with you. or saying "COMPLETE BULLSHIT!" in a serious voice.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [GEORGE ZIMMER](#) on Tue, 22 Dec 2009 22:20:59 GMT
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I do agree Spoony can be aggressive, but when you're in a situation where you're preventing factual arguments against someone, and they spew out some retarded nonsense, yes, you're going to be a little aggressive.

Basically, like this:

<http://legorobotcomics.com/comics/14.jpg>

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Herr Surth](#) on Tue, 22 Dec 2009 22:29:38 GMT
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GEORGE ZIMMER wrote on Tue, 22 December 2009 16:20 I do agree Spooky can be aggressive, but when you're in a situation where you're preventing factual arguments against someone, and they spew out some retarded nonsense, yes, you're going to be a little aggressive.

Basically, like this:

<http://legorobotcomics.com/comics/14.jpg>
of course, i know this firsthand from debating with climate sceptics ;p

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spooky](#) on Tue, 22 Dec 2009 22:36:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

surth? / surth! wrote on Tue, 22 December 2009 16:07 That example also doesn't work. There ARE people who would support pointsfix if it weren't for your aggressive debating style. That's all there is to it. They don't need to provide you a specific thing that is wrong with your style. You're debating this topic to convince people of your opinion -> people would agree with you if it weren't for your tone -> You're not accomplishing what you want.

I'll try anyway. Imagine talking about something with a friend of yours in RL. And imagine you go louder from time to time and exclaim "PROVEN YOU WRONG AGAIN AND AGAIN" or call him indecent because he won't agree with you. Or saying "COMPLETE BULLSHIT!" in a serious voice. A flaw in this logic is, when the very worst has been said about my debating style (even though you still haven't successfully argued that there's anything wrong with it at all), you have an extraordinary list of appalling offences committed by the anti-pointsfix crowd. If there was any truth behind your point, then they would have been put off the points bug thanks to the unbelievable behaviour of its advocates. They aren't, which is why you know they're lying, and it's just an excuse.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Herr Surth](#) on Tue, 22 Dec 2009 22:41:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Spooky wrote on Tue, 22 December 2009 16:36 surth? / surth! wrote on Tue, 22 December 2009 16:07 That example also doesn't work. There ARE people who would support pointsfix if it weren't for your aggressive debating style. That's all there is to it. They don't need to provide you a specific

thing that is wrong with your style. You're debating this topic to convince people of your opinion -> people would agree with you if it weren't for your tone -> You're not accomplishing what you want.

I'll try anyway. Imagine talking about something with a friend of yours in rl. And imagine you go louder from time to time and exclaim "PROVEN YOU WRONG AGAIN AND AGAIN" or call him indecent because he won't agree with you. or saying "COMPLETE BULLSHIT!" in a serious voice. A flaw in this logic is, when the very worst has been said about my debating style (even though you still haven't successfully argued that there's anything wrong with it at all) Again, try imagining what the stuff you write would sound like when you'd be arguing with a friend about a film. Look, it's not something you can put a finger on like "no simpee, it makes more sense that you get 1/10 the points for killing something that it costs than a totally random number". It just puts people off.

Quote:, you have an extraordinary list of appalling offences committed by the anti-pointsfix crowd. what was clearshot's business btw, since you mentioned him from time to time too? curious.

Quote: if there was any truth behind your point, then they would have been put off the points bug. they aren't, which is why you know they're lying, and it's just an excuse. it's easy to oversee their posts since they are usually short and consist out of nothing more than "LOL SPOONY YOU'RE SO MAAD". Your posts, on the other hand... are a bit harder to overlook but of course there may be a few who'll take any excuse they can get to not change their mind, I agree with that.

random excuse #45: it's way too late for me to make any sense at all.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Crimson](#) on Wed, 23 Dec 2009 02:17:11 GMT
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It seems to me that some of you carebears are attacking Spooky's "debate style" to justify the fact that you prefer to play with what should be considered an exploit of a bug in the game. Using PTs from outside, B2B, strafing/flickering with a sniper scoped, and shooting the harvester for big points and little/no damage should all be under the same category. You're exploiting a bug in the game for personal gain, and for more points and money than you're entitled.

Exploiting the bugged points system's weaker parts (shooting any tanks for no damage) makes you a cheater as far as I'm concerned.

Spoony's debate style has nothing to do with it. There are plenty of aggressive debaters on the pro-bug side at multiple levels of retardation. Why don't those people cause others to change their mind to pro-fix?

Have a little self-respect and debate on the merits you believe the bugged points system has

rather than attacking one of MANY people who either support the fix or are equally content playing on either system?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Wed, 23 Dec 2009 04:04:05 GMT
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i dont know what debate uve been reading crimmy, but were not the ones calling u pro fixers liars and all the rest of it everrytime someone posts something

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [zeratul](#) on Wed, 23 Dec 2009 04:06:40 GMT
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is anyone gaining any ground or is everyone just getting annoyed

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ChewML](#) on Wed, 23 Dec 2009 04:19:29 GMT
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Zeratul wrote on Tue, 22 December 2009 22:06is anyone gaining any ground or is everyone just getting annoyed

I'd say the latter, as the anti-pointfix camp is populated by people who can't understand the logic of simple math that would equal the true balance instead of this RIDOCULES idea of balance they have made up because they would suck if they had to play Renegade the way it was meant to be played.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Wed, 23 Dec 2009 06:39:51 GMT
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ELiT3FLyR wrote on Tue, 22 December 2009 22:04i dont know what debate uve been reading crimmy, but were not the ones calling u pro fixers liars and all the rest of it everrytime someone posts something

no, just every time you idiots lie about something, and you can't participate in a single pointsfix debate without doing it, it seems. but yeah, the problem is that you're always lying to try to get what you want, the problem is i catch you every time and make you look stupid in front of everybody.

you anywhere nearer that apology for what you and clear did on the jelly forums?

btw i've got a challenge for you. see if you can break a habit of a lifetime. simpee, from this point on, try following these principles when debating the pointsfix (or just about everything)

- don't say anything that isn't true
- if you get caught doing something bad, don't act like it's the other person's fault for catching
- read everything the person you're arguing with is saying. respond to it if you can, concede the point if you can't

if you did that then maybe anyone here might consider your posts worth even reading... up till now it's pretty clear nobody does. i seem to be the only person who thinks it's worth trying to tell you where you keep going wrong, for your own benefit of course.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Wed, 23 Dec 2009 06:46:52 GMT

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Crimson wrote on Tue, 22 December 2009 20:17Spoony's debate style has nothing to do with it. There are plenty of aggressive debaters on the pro-bug side at multiple levels of retardation. Why don't those people cause others to change their mind to pro-fix?
i've been saying that for a while now.

some of the stuff the pointsbug crowd have done in these debates has scarcely been believable. many of its advocates have been caught doing some really fucked up stuff to get what they want... endlessly lying to the community and hoping they won't get caught (most obvious examples: simpee, roni, clearshot, mikey), rigging polls, insulting anyone who dares to logically explain why the pointsfix is good for the game, saying stuff like "i'm better at the game than you so i obviously know more, case closed" (usually to people who are running intellectual circles round them at the time), constantly ignoring what the person they're arguing with is saying... and best of all, what happened at clanwars a couple years back.

people say: omg if spoony wasnt so mean to us we might like the pointsfix! it's not hard to see through this nonsense. the very worst you can say about my debate style clearly isn't very bad, (since nobody can successfully explain what's wrong with it despite innumerable challenges). compare that to the staggeringly awful behaviour from my opponents. you'd think THAT might put people off the point mod THEY are advocating, even if you needed any more "putting off" than the fact they can't explain why their point mod makes sense. just look at the question i asked nunega and simpee at the top of this page; did anyone expect them to be able to answer it? of course not, the game's been out nearly eight years, why would anyone suddenly figure THAT out?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Wed, 23 Dec 2009 07:12:13 GMT

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Spoony wrote on Wed, 23 December 2009 00:46you'd think THAT might put people off the point mod THEY are advocating, even if you needed any more "putting off" than the fact they can't

explain why their point mod makes sense. just look at the question i asked nunega and simpee at the top of this page; did anyone expect them to be able to answer it? of course not, the game's been out nearly eight years, why would anyone suddenly figure THAT out?

this is probably a good point for a declaration. from somebody who runs a league using the original renegade points system. i expect other servers using it might find it helpful too. when i get people asking me to use the points bug instead, or if people say the same at n00bstories / thekoss2 servers whatever, feel free to link to this too.

here we go. i'll put it all in nice red letters.

I'm not the only one with any explaining to do. The pointsfix is not the only "mod" that affects points; the pointsbug is basically a modification too, a mod that lets you get points for no reason etc. Indeed, since it's been conclusively proven that the pointsfix is the original Renegade points and economy system, the points bug is MORE of a modification than the "pointsfix" is. So it's not just the advocates of the pointsfix who have any explaining to do.

So here's a few questions for anyone who wants to tell me I should use their point mod.

1. please explain to me why it makes any kind of sense? because i've looked at it from all the angles and i simply don't see why it makes sense that you should get points for no reason, or more points than you're deserving.
- 2a. when you've answered 1, please explain why your answer should NOT apply to tanks when they have red/yellow health.
- 2b. when you've answered 1, please explain why your answer should NOT apply to infantry or structures.
3. please explain to me how it is good for balance, in a game where points are important, that unhelpful things can get far more points reward than far more helpful strategies? for example, there's an APC/tank threatening your base... why should your mod encourage people to shoot it ineffectually like an idiot, instead of doing something far more helpful like trying to kill it/push it back, maintain your buildings, or fix a teammate's tank?
4. please explain to me why defensive play ought to trump offensive play on maps like field, cityfly etc?
5. please explain to me why you don't mind maps like field, under and wallsfly being very stacked in favour of gdi?
6. in a game where the economy system is clearly important, please explain to me why you shouldn't have to EARN your credits instead of getting them for no good reason?
7. most of all, please explain to me how you came to the conclusion that your point mod is a good idea at all?

anyone telling me i ought to use their point mod in my servers, the mod that allows you to get points for absolutely no reason (which is far more of a "modification" than the pointsfix could ever be) - come back to me when you can answer these questions. If you can't answer any of them then don't waste your time, and don't show me any polls either (you're just showing me 20 people who can't answer any of these questions. it would be more effective in changing my mind to show me one person who can)

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Herr Surth](#) on Wed, 23 Dec 2009 11:45:08 GMT
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Crimson wrote on Tue, 22 December 2009 20:17It seems to me that some of you carebears are attacking Spoony's "debate style" to justify the fact that you prefer to play with what should be consider an exploit of a bug in the game. Using PTs from outside, B2B, strafing/flickering with a sniper scoped, and shooting the harvester for big points and little/no damage should all be under the same category. You're exploiting a bug in the game for personal gain, and for more points and money than you're entitled.

Have a little self-respect and debate on the merits you believe the bugged points system has rather than attacking one of MANY people who either support the fix or are equally content playing on either system?I'm propointfix and I have been for as long as I knew about the pointsbug. Just in case you were looking at me.

@Spoonny: POINTSFIX MADE MY FLAMERRUSH OVER BRIDGE FAIL! (

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Starbuzz](#) on Thu, 24 Dec 2009 18:48:56 GMT
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Am a bit too late on this thread but I personally feel that many players who are freshly new to pointsfix will resent it out of selfishness...initially.

I remember the first time I ever played a full game in a pointsfix server; it was at n00bstories on Walls Fly as Nod. People here that know me know that I used to have this thing for flying (and greed for MVP on flying maps) so I got an Apache and I did what I usually did; hit greenhealth enemy vehicles and hit harv. I was surprised I wasn't getting any points! And then it struck me "oh this must be the bloody damned pointsfix!!!"

And so for almost a couple months after that, I really hated pointsfix because it made me look like shit in-game and inconvenienced me greatly (as I said earlier, flying used to be my thing in Ren and you know the crapload of undeserved points a flyer can get with pointsbug) and the pointsfix did not give me enough points while flying anymore. Losing out on MVP (thanks to undeserved points from greenhealth vehicles) on flying maps really bothered me. So out of sheer selfishness I hated it.

Of course, I would never admit it...I only made 1 very long but deceptive post (that hid my selfishness) in the Jelly forums to put forward my case.

But for some reason, I began to play again in pointsfix servers again and along with the numerous pointsfix threads where Spoony posted, I was convinced that it was good for the game and that it had made things so much more fair.

I also realized that I was flying more aggressively than I ever did before. The pointsfix had

automatically made me a better flyer since I was going for full vehicle kills and more building pounding. I was no longer hitting the harv to yellow health and letting it go (hoping it would be repaired by enemy team when it comes back so I can get more points from it again!). But now I was killing the harv and getting bonus points (and hurting enemy economy). So many of the bad habits were purged.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Thu, 24 Dec 2009 19:18:25 GMT
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pawkyfox wrote on Thu, 24 December 2009 12:48I remember the first time I ever played a full game in a pointsfix server; it was at n00bstories on Walls Fly as Nod. People here that know me know that I used to have this thing for flying (and greed for MVP on flying maps) so I got an Apache and I did what I usually did; hit greenhealth enemy vehicles and hit harv. I was surprised I wasn't getting any points! And then it struck me "oh this must be the bloody damned pointsfix!!!"

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Of course, I would never admit it...I only made 1 very long but deceptive post (that hid my selfishness) in the Jelly forums to put forward my case.

it's very refreshing to hear someone be honest about this. i think you're the first person ever to do so!

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [HaTe](#) on Thu, 24 Dec 2009 19:35:39 GMT
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Spoony wrote on Thu, 24 December 2009 13:18pawkyfox wrote on Thu, 24 December 2009 12:48I remember the first time I ever played a full game in a pointsfix server; it was at n00bstories on Walls Fly as Nod. People here that know me know that I used to have this thing for flying (and greed for MVP on flying maps) so I got an Apache and I did what I usually did; hit greenhealth enemy vehicles and hit harv. I was surprised I wasn't getting any points! And then it struck me "oh this must be the bloody damned pointsfix!!!"

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Of course, I would never admit it...I only made 1 very long but deceptive post (that hid my selfishness) in the Jelly forums to put forward my case.

it's very refreshing to hear someone be honest about this. i think you're the first person ever to do so!

I lol'd, just because someone sees your point of view, does not mean that they are the only person being honest on the subject. The world does not revolve around Spooky, believe it or not.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Spooky](#) on Thu, 24 Dec 2009 19:51:28 GMT

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HaTe wrote on Thu, 24 December 2009 13:35: I lol'd, just because someone sees your point of view, does not mean that they are the only person being honest on the subject. The world does not revolve around Spooky, believe it or not.

read what pawky said. there have been quite a few occasions when the anti-pointsfix brigade have objected to the pointsfix under the pretense of "fairness", but when you actually respond to them and the bullshit is stripped away, it isn't long before it turns out that all they wanted was a high individual score even if they didn't deserve it.

this is a specific situation in which almost everyone who has taken the original stance pawkyfox took did so out of dishonest self-interest at the expense of the game's fairness... but then, this is the anti-pointsfix crowd we're talking about so nobody ought to be surprised. and when we point out this as yet another example of the feeble tactics used by your side, it makes you look even worse when your rebuttal is this:

"just because someone sees your point of view, does not mean that they are the only person being honest on the subject. The world does not revolve around Spooky, believe it or not."

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [ELiT3FLyR](#) on Thu, 24 Dec 2009 20:20:09 GMT

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its funny, no respected clanwar player other than u and ur admins have ever said pointfix improves gameplay in clanwars. so the fact that ur using a public players example of a public game rather than listening to the best players in the game to proove how clanwars are better with pointfix is ridiculus.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [HaTe](#) on Thu, 24 Dec 2009 20:23:14 GMT

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Spoony wrote on Thu, 24 December 2009 13:51HaTe wrote on Thu, 24 December 2009 13:35I lol'd, just because someone sees your point of view, does not mean that they are the only person being honest on the subject. The world does not revolve around Spoony, believe it or not. read what pawky said. there have been quite a few occasions when the anti-pointsfix brigade have objected to the pointsfix under the pretense of "fairness", but when you actually respond to them and the bullshit is stripped away, it isn't long before it turns out that all they wanted was a high individual score even if they didn't deserve it.

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"just because someone sees your point of view, does not mean that they are the only person being honest on the subject. The world does not revolve around Spoony, believe it or not." That makes so much sense that i can't even reply. Oh, wait, what? It made no sense? Oh, sorry.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [resistor1](#) on Thu, 24 Dec 2009 21:06:39 GMT
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Spoony is a selfish retarded dumbfuck, he's worse than hitler.. No one with a half of a brain wants point fix, but he says FUCK YOU IM RIGHT, WESTWOOD MADE THE GAME WRONG!!! I AM RIGHT, then you can't win the argument because he twists everything to be in his favor. He doesn't give a shit what anyone thinks about it, it's all about him. To be fair, he did do a good job getting the league active again.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ChewML](#) on Thu, 24 Dec 2009 22:10:21 GMT
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resistor1 wrote on Thu, 24 December 2009 15:06Spoony is a selfish retarded dumbfuck, he's worse than hitler.. No one with a half of a brain wants point fix, but he says FUCK YOU IM RIGHT, WESTWOOD MADE THE GAME WRONG!!! I AM RIGHT, then you can't win the argument because he twists everything to be in his favor. He doesn't give a shit what anyone thinks about it, it's all about him. To be fair, he did do a good job getting the league active again. Godwins law also now... Give it up your personal insults are not getting you anywhere. People who have shown themselves to be far more intelligent than you are supporting pointfix because of the facts. And Westwood obviously fucked up the coding, so your argument is invalid. If they actually wanted the points to be the way they were they would have done it without the error. If that doesn't makes sense to you go fucking kill yourself you are not smart enough to deserve to breath the air.

You call yourself one of the best players in the game?

MAYBE YOU THOUGHT YOU WERE GOOD BECAUSE YOU GOT RIDICULOUS AMOUNTS OF POINTS FOR DOING NOTHING AT ALL, OR MAYBE IT WAS THE FUCKING CHEATS YOU DOWNLOADED... EITHER WAY IT WAS A FALSE SENSE OF ACCOMPLISHMENT. YOU FUCKING SUCK, GTFO MY RENEGADE, AND MY INTERNETS. YOU RETARDATION CAN NOT BE ALLOWED TO SPREAD ANY FARTHER.

Damn you are fucking stupid as fuck aren't you...

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Thu, 24 Dec 2009 22:29:02 GMT
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HaTe wrote on Thu, 24 December 2009 14:23 That makes so much sense that i can't even reply. Oh, wait, what? It made no sense? Oh, sorry. righto champ.

you try flaming me, you get proven completely wrong, and you skirt around it with a feeble post like this. you're making your side much much weaker by doing so. i'm saying that for your own benefit... take the advice i gave you earlier. there's absolutely no shame in admitting you were wrong in a debate, just like there's no shame in losing a game of renegade. the shame comes from when you try to act like it didn't happen or when you hold it against the person who defeated you. if you saw someone do it in renegade i'm sure you'd laugh at it... when you do it in debates i'm sure you don't realise you're doing it at all.

loki wrote Spoony is a selfish retarded dumbfuck, he's worse than hitler.. No one with a half of a brain wants point fix, but he says FUCK YOU IM RIGHT, WESTWOOD MADE THE GAME WRONG!!! I AM RIGHT, then you can't win the argument because he twists everything to be in his favor. He doesn't give a shit what anyone thinks about it, it's all about him. To be fair, he did do a good job getting the league active again. I think the best thing I can do with Loki's post, a compulsive-lying cheater, is to simply repeat it After all, the anti-pointsfix crowd has sunk to new lows indeed if they want you on their side, loki.

simpee wrote its funny, no respected clanwar player other than u and ur admins have ever said pointfix improves gameplay in clanwars. so the fact that ur using a public players example of a public game rather than listening to the best players in the game to proove how clanwars are better with pointfix is ridiculus. What a surprise, my prediction on page eight turned out to be absolutely 100% accurate... yet again.

I said you would be COMPLETELY unable to refute my posts, and I said you wouldn't try to... you'd just skip over it and then carry on whingeing later on. It wasn't a tough guess because you've done it in every other pointsfix debate. You just can't handle losing, simple as that. Maybe it's because you're too thick to see you've lost at all.

Still, I'll respond to your post anyway, even though you don't deserve that from me, considering your unbelievable ignorance.
"its funny, no respected clanwar player other than u and ur admins have ever said pointfix

improves gameplay in clanwars. so the fact that ur using a public players example of a public game rather than listening to the best players in the game to proove how clanwars are better with pointfix is ridiculus."

Are you a "respected clanwar player", then? Look at this thread. You've been arguing with "public players", like EWD and george zimmer, and guess what - they ran circles round you, as did I. EVERYTHING you said was completely refuted, and not just by me, but by these "public players".

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [CarrierII](#) on Thu, 24 Dec 2009 22:37:00 GMT

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And everyone knows public players are useless! (And that attitude is why I don't like CW.cc)

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ChewML](#) on Thu, 24 Dec 2009 22:41:01 GMT

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CarrierII wrote on Thu, 24 December 2009 16:37And everyone knows public players are useless!
(And that attitude is why I don't like CW.cc)

^ A sad feeling held by most "public players"...

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Thu, 24 Dec 2009 22:41:44 GMT

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CarrierII wrote on Thu, 24 December 2009 22:37And everyone knows public players are useless!
(And that attitude is why I don't like CW.cc)

i dislike the attitude too, but it's not the mainstream at clanwars anymore.

it's really just simpee and loki who have given that impression. loki cannot be counted as a clanwars player, he's been banned for months and nobody, absolutely nobody at clanwars has the slightest respect for him. as for simpee, he might be a "decent player" but he's also -a- thick as pigshit, and -b- extraordinarily dishonest. please don't judge everyone at clanwars by the appalling way he behaves in these debates... just do what i do, laugh at the fact he feebly tries to be condescending to people who are running intellectual circles round him at the time.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Thu, 24 Dec 2009 22:43:49 GMT

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btw if simpee wants to carry on whingeing about how it doesn't belong in clanwars, then i'll just

repeat my earlier statement on the subject. i know he loves to pretend he didn't see anything he can't respond to, so if it's on page nine then he'll have to wait another page before he posts again! Spooky wrote on Wed, 23 December 2009 07:12this is probably a good point for a declaration. from somebody who runs a league using the original renegade points system. i expect other servers using it might find it helpful too. when i get people asking me to use the points bug instead, or if people say the same at n00bstories / thekoss2 servers whatever, feel free to link to this too.

here we go. i'll put it all in nice red letters.

I'm not the only one with any explaining to do. The pointsfix is not the only "mod" that affects points; the pointsbug is basically a modification too, a mod that lets you get points for no reason etc. Indeed, since it's been conclusively proven that the pointsfix is the original Renegade points and economy system, the points bug is MORE of a modification than the "pointsfix" is. So it's not just the advocates of the pointsfix who have any explaining to do.

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- 2a. when you've answered 1, please explain why your answer should NOT apply to tanks when they have red/yellow health.
- 2b. when you've answered 1, please explain why your answer should NOT apply to infantry or structures.
3. please explain to me how it is good for balance, in a game where points are important, that unhelpful things can get far more points reward than far more helpful strategies? for example, there's an APC/tank threatening your base... why should your mod encourage people to shoot it ineffectually like an idiot, instead of doing something far more helpful like trying to kill it/push it back, maintain your buildings, or fix a teammate's tank?
4. please explain to me why defensive play ought to trump offensive play on maps like field, cityfly etc?
5. please explain to me why you don't mind maps like field, under and wallsfly being very stacked in favour of gdi?
6. in a game where the economy system is clearly important, please explain to me why you shouldn't have to EARN your credits instead of getting them for no good reason?
7. most of all, please explain to me how you came to the conclusion that your point mod is a good idea at all?

anyone telling me i ought to use their point mod in my servers, the mod that allows you to get points for absolutely no reason (which is far more of a "modification" than the pointsfix could ever be) - come back to me when you can answer these questions. If you can't answer any of them then don't waste your time, and don't show me any polls either (you're just showing me 20 people who can't answer any of these questions. it would be more effective in changing my mind to show me one person who can)

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [HaTe](#) on Thu, 24 Dec 2009 23:03:43 GMT
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Quote:righto champ.

you try flaming me, you get proven completely wrong, and you skirt around it with a feeble post like this. you're making your side much much weaker by doing so. i'm saying that for your own benefit... take the advice i gave you earlier. there's absolutely no shame in admitting you were wrong in a debate, just like there's no shame in losing a game of renegade. the shame comes from when you try to act like it didn't happen or when you hold it against the person who defeated you. if you saw someone do it in renegade i'm sure you'd laugh at it... when you do it in debates i'm sure you don't realise you're doing it at all.

- A. I don't represent the anti-pointsfix at all, by no means do i make "my side look weaker".
- B. I will never take advice from someone who can't take his own.
- C. I was not wrong, as i posted an opinion, we already went over this, remember? (I feel like I am talking to a little kid here...)
- D. You're ego shocks me, the fact that you think you "defeated me", just because of the fact i didn't come on to this forum for 1 weekend, and missed 2 pages of your random spamming, makes me laugh. Thanks though, i really needed a laugh.
- E. I never came here with the intention to argue or debate, read through my posts, it's the last thing i wanted, you forced me on to it, because of the fact that you LOVE to argue, no matter the situation. It's what you are good at, so you do it as much as possible, by now even the retarded people can see that. You aren't defending the pointsfix as much as you are arguing for the sake of arguing here....get a new hobby.

I didn't like the whole quote spam technique, so i went with letters, hopefully you can still read them.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Thu, 24 Dec 2009 23:09:36 GMT
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HaTe wrote on Thu, 24 December 2009 17:03A. I don't represent the anti-pointsfix at all, by no means do i make "my side look weaker".
you do, actually. the anti-pointsfix crowd's rallying call is basically "we may not be able to refute a single damn word you say, spoony, but there's a lot of us". if that's the case, then we can hold your side accountable for the behaviour of its members.

HaTe wrote on Thu, 24 December 2009 17:03B. I will never take advice from someone who can't take his own.
on what basis do you say that?

HaTe wrote on Thu, 24 December 2009 17:03C. I was not wrong, as i posted an opinion, we already went over this, remember? (I feel like I am talking to a little kid here...)

actually, a great many things you said were quite categorically wrong, and it makes you look worse to try to sidestep that. there's really no shame in admitting you were wrong... there really, really isn't.

HaTe wrote on Thu, 24 December 2009 17:03D. You're ego shocks me, the fact that you think you "defeated me", just because of the fact i didn't come on to this forum for 1 weekend, and missed 2 pages of your random spamming, makes me laugh. Thanks though, i really needed a laugh.

no, i think I (and a few others) "defeated" you in the debate because we successfully refuted everything you said. the point was hammered home by your violent reaction to it; the fact you desperately tried (and are still trying) to pretend it didn't happen, and the fact you want to bitch at people who've done nothing wrong to you, just because you can't handle losing an argument.

HaTe wrote on Thu, 24 December 2009 17:03E. I never came here with the intention to argue or debate, read through my posts, it's the last thing i wanted, you forced me on to it, because of the fact that you LOVE to argue, no matter the situation. It's what you are good at, so you do it as much as possible, by now even the retarded people can see that. You aren't defending the pointfix as much as you are arguing for the sake of arguing here....get a new hobby. more nonsense rhetoric. if you can't handle losing a debate, don't join it in the first place. it's like joining a renegade server and then complaining when the enemy kills you.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Thu, 24 Dec 2009 23:20:07 GMT
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Quote:And everyone knows public players are useless! i didnt say that. but in terms of knowing how pointfix effects clanwars? yes you are completely clueless.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Thu, 24 Dec 2009 23:22:57 GMT
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Quote:I didn't like the whole quote spam technique, so i went with letters, hopefully you can still read them. Imao, i should try this so that i can decide where spoony quotes, rather than let him tear it into little pieces that make no sense on their own or completely change the meaning of what im trying to say.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [SpoonY](#) on Thu, 24 Dec 2009 23:30:34 GMT
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simpee wrotelmao, i should try this so that i can decide where spoony quotes, rather than let him tear it into little pieces that make no sense on their own or completely change the meaning of what

im trying to say.

like i said to hate, and like i've said to you many, many times, there's absolutely no shame in admitting you were wrong, and you've been wrong an absolutely staggering number of times. the only shame comes from when you try to pretend it didn't happen (which is exactly like losing a game and then pretending you didn't), or acting like the person who outwitted you did so unfairly (which is like calling someone an unfair player for no other reason than that they beat you). and that's exactly what you're doing here, and exactly what you've done in every single pointsfix debate you've participated in, without exception.

bottom line: i've completely smashed every point you've tried to make to pulp. i'm not the only one. these "public players" you love to talk down to... they ran intellectual circles round you too, not that that is difficult. that's the simple fact: i refuted all of your arguments, you couldn't refute any of mine. this fact doesn't mean i did anything unfair in winning the debate. there's no "changing the meaning of what you said", there's no "that make no sense on their own". you said things and i showed you very clearly why you were totally wrong. end of story.

nobody would think the less of you if you just conceded. but when you act like i did something wrong, or when you try to act like it didn't happen, you just prove to everybody what a sad little wretch you are who can't handle losing an argument.

but still, we're veering from the point, probably because you know you can't address it. i'll repeat it again just because i know how angry it makes you:

Spoony wrote on Wed, 23 December 2009 07:12this is probably a good point for a declaration. from somebody who runs a league using the original renegade points system. i expect other servers using it might find it helpful too. when i get people asking me to use the points bug instead, or if people say the same at n00bstories / thekoss2 servers whatever, feel free to link to this too.

here we go. i'll put it all in nice red letters.

I'm not the only one with any explaining to do. The pointsfix is not the only "mod" that affects points; the pointsbug is basically a modification too, a mod that lets you get points for no reason etc. Indeed, since it's been conclusively proven that the pointsfix is the original Renegade points and economy system, the points bug is MORE of a modification than the "pointsfix" is. So it's not just the advocates of the pointsfix who have any explaining to do.

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2b. when you've answered 1, please explain why your answer should NOT apply to infantry or structures.

3. please explain to me how it is good for balance, in a game where points are important, that unhelpful things can get far more points reward than far more helpful strategies? for example, there's an APC/tank threatening your base... why should your mod encourage people to shoot it

ineffectually like an idiot, instead of doing something far more helpful like trying to kill it/push it back, maintain your buildings, or fix a teammate's tank?

4. please explain to me why defensive play ought to trump offensive play on maps like field, cityfly etc?

5. please explain to me why you don't mind maps like field, under and wallsfly being very stacked in favour of gdi?

6. in a game where the economy system is clearly important, please explain to me why you shouldn't have to EARN your credits instead of getting them for no good reason?

7. most of all, please explain to me how you came to the conclusion that your point mod is a good idea at all?

anyone telling me i ought to use their point mod in my servers, the mod that allows you to get points for absolutely no reason (which is far more of a "modification" than the pointsfix could ever be) - come back to me when you can answer these questions. If you can't answer any of them then don't waste your time, and don't show me any polls either (you're just showing me 20 people who can't answer any of these questions. it would be more effective in changing my mind to show me one person who can)

oh, one last thing:

Quote:you anywhere nearer that apology for what you and clear did on the jelly forums?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [ChewML](#) on Thu, 24 Dec 2009 23:52:43 GMT

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ELiT3FLyR wrote on Thu, 24 December 2009 17:20Quote:And everyone knows public players are useless! i didnt say that. but in terms of knowing how pointfix effects clanwars? yes you are completely clueless.

How could the same bug have 2 completely different effects on the same game?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [HaTe](#) on Fri, 25 Dec 2009 01:07:31 GMT

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You want us to admit we lost, to you make you look good? Admitting to losing an argument i was never a part of will not happen. Admitting to losing an argument i did not lose will also never happen. Keep telling yourself you are right, and everyone knows it, eventually even you might begin to believe yourself.

I've said things both good and bad about the pointsfix, yet i have only been attacked by pro pointsfix sides, what does that tell you? Get it in your brain man, some people just won't follow you or your little pointsfixes, and some people see right through your little quote arguments.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Fri, 25 Dec 2009 01:10:05 GMT
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ha. a tech art is one of the most powerful things in the game. you need 2 meds to kill it. for killing it u get 80 points + a bit more for teching. for killing a single med u get the same amount of points, but wait a second, we need two meds to kill an art. ontop of that, 2 meds costs 1600, or 2300 with techs which you will need to stay alive. so a tech art costs 800 and 2 meds with techs costs 2300. then theres the fact that a tech'd art can easily fall behind the corner and be full in no time and the meds have to take time to repair, so youve gained 23 points for shooting him back for about 5 seconds, whilst taking a shitload of damage urself therefore not able to push any further or shoot buildings. NICE!

why should something just as powerful as 2 meds cost so much less, and worse still give away less points for killing it?

proof of the above is the fact that mesa is no longer played anymore, (go figure) and field is fucking shit because gdi holds the field for 10 minuites and only has a 600 point lead from killin the harv whilst a tech'd art and a light bashes the shit out of them. city fly is also gay and decided by boxes and a single tank fight.

my arguement is not the fact that it sucks not being able to shoot the harv with a ramjet, its the fact that u dont get enough points for tank fighting, it makes the game less fun(slower income, less battles) and that it imbalances the game. like it or not me and clear are the best two players actively playing this game, so please stop calling me stupid and telling me i dont know what im talking about. just sit back and watch as spoony answers everything i said by calling me a liar.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Fri, 25 Dec 2009 01:13:56 GMT
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HaTe wrote on Thu, 24 December 2009 19:07You want us to admit we lost, to you make you look good?

no, i don't care whether you admit it or not. i'm giving you that advice for your own benefit and for your own benefit alone.

HaTe wrote on Thu, 24 December 2009 19:07Admitting to losing an argument i was never a part of will not happen. Admitting to losing an argument i did not lose will also never happen. have you ever played someone 1v1 and then after you raped them they denied all knowledge of the game? said it didn't happen? wouldn't that be a very sad thing for them to do?

if you can understand that, you ought to be able to understand the way you look to everybody right now.

HaTe wrote on Thu, 24 December 2009 19:07Keep telling yourself you are right, and everyone knows it, eventually even you might begin to believe yourself.
more nonsense rhetoric.

HaTe wrote on Thu, 24 December 2009 19:07 I've said things both good and bad about the pointsfix, yet i have only been attacked by pro pointsfix sides, what does that tell you? you haven't been attacked by anybody at all. we just responded to your posts explaining why an awful lot of what you said was completely wrong. you're the one who completely freaked out at that, you're the one who attacked ME out of anger.

HaTe wrote on Thu, 24 December 2009 19:07 Get it in your brain man, some people just won't follow you or your little pointsfixes, and some people see right through your little quote arguments. ...and we're back to nonsense rhetoric.

one of these days you may eventually realise that the advice i gave you is actually pretty sound. there won't be a need for an apology, though... just chill out a little, losing a debate is no worse than losing a game, unless you make it worse for yourself by pretending it didn't happen or pretending the person who defeated you did something wrong in the process. what a surprise that everyone on the anti-pointsfix crowd is doing precisely that.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Spoony](#) on Fri, 25 Dec 2009 01:15:40 GMT

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****simpee dodges spoony's posts for the gazillionth time****

Spoony wrote on Thu, 24 December 2009 17:30 simpee wrotelmao, i should try this so that i can decide where spoony quotes, rather than let him tear it into little pieces that make no sense on their own or completely change the meaning of what im trying to say.

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oh, one last thing:

Quote:you anywhere nearer that apology for what you and clear did on the jelly forums?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Fri, 25 Dec 2009 01:18:48 GMT
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btw simpee, in all my years of renegade and forums i have never ever ever seen anybody lose an argument as badly as you, never mind as often as you... are you trying to set a record or something?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Fri, 25 Dec 2009 01:22:34 GMT
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fagoot, you dodged the longest pointfix post ive ever made because u know that everything i said was 100% true.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Fri, 25 Dec 2009 01:29:47 GMT
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you really, really have mental problems. there's no other explanation for the way you act.

"everything you said" has ALREADY BEEN REFUTED, SEVERAL TIMES.

i predicted that you and nunega wouldn't be able to respond to my reply, nor would either of you have the balls to admit you were wrong. i also made a prediction that you wouldn't even have the good sense to stop arguing; you'd just repeat the same bullshit that has ALREADY BEEN PROVEN WRONG AGAIN AND AGAIN AND AGAIN.

as for dodging posts, IF WE COUNTED EVERY POST OF MINE YOU DODGED BECAUSE YOU COULDN'T THINK OF A REPLY, WE MIGHT HAVE REACHED A THOUSAND BY NOW.

i'm not gonna waste any more time on you until you prove you deserve it. you owe an enormous number of apologies, after the UNBELIEVABLE way you continually act towards me (someone who has not only done nothing wrong to you, but has done you a great many favours in this game). i see no reason, none at all, why i should carry on doing you the favour of letting you use my league at all.

christmas is a time for giving presents to people. in this case, however, i've been giving you a present every day for years in spite of the fact you treat me like shit. so i'm not going to give you any more until you prove to me you deserve any. my patience is extremely long, but it isn't infinite. anyone else would have banned you long before now.

if you're gonna talk to me again, then i advise you to start with quite a few sincere apologies.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Spoony](#) on Fri, 25 Dec 2009 03:50:53 GMT

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well, that says it all, doesn't. simpee read that last post several times, without replying, and it's easy to see why. we already knew what he values and what he doesn't value... i think he's just proven it.

anyone else would have banned him long before now, had they been the target. i've put up with his extraordinary list of offences towards me for longer than any other admin on renegade would have done.

i catch him every single time he lies to the community to try to win an argument, or to try to make him look bad - but getting caught never makes him stop. why? because he doesn't value honesty.

i catch him every time he tries to break rules for his own advantage at the expense of fair play. but that doesn't stop him trying to do it again. why? because he doesn't value fair play.

i finally say that i see no reason to continue letting him use my league, considering the fact his behaviour towards me has been UNBELIEVABLE, and what do you know... he's terrified. why? because this game's probably all he's got.

simpee, take my advice. just play the game. if you do one more thing against me, if you break one more rule to try to get another advantage, if you lie to the community one more time to try to make me look bad, i will no longer allow you to use my league. let's make no mistake here, you don't deserve it after everything you've done. and i've said all this before... many times.

have a good christmas, with luck, your parents will give you something valuable, like teaching you the value of honesty and respect for the very first time.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [EvilWhiteDragon](#) on Fri, 25 Dec 2009 10:29:26 GMT

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Chew wrote on Thu, 24 December 2009 23:41CarrierII wrote on Thu, 24 December 2009 16:37And everyone knows public players are useless! (And that attitude is why I don't like CW.cc)

^ A sad feeling held by most "public players"...

And exactly for that reason, the opinion of the CW.cc players isn't worth anything, so we don't need them to agree, that's Spoony's job

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [JohnDoe](#) on Fri, 25 Dec 2009 11:28:11 GMT

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ELiT3FLyR wrote on Thu, 24 December 2009 19:10ha. a tech art is one of the most powerful things in the game. you need 2 meds to kill it. for killing it u get 80 points + a bit more for teching.

for killing a single med u get the same amount of points, but wait a second, we need two meds to kill an art. ontop of that, 2 meds costs 1600, or 2300 with techs which you will need to stay alive. so a tech art costs 800 and 2 meds with techs costs 2300. then theres the fact that a tech'd art can easily fall behind the corner and be full in no time and the meds have to take time to repair, so youve gained 23 points for shooting him back for about 5 seconds, whilst taking a shitload of damage urself therefore not able to push any further or shoot buildings. NICE!

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what happened to kill?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Spoony](#) on Fri, 25 Dec 2009 11:51:35 GMT

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kill's pretty rusty now and never gets the good spawns anymore.

EvilWhiteDragon wrote on Fri, 25 December 2009 04:29Chew wrote on Thu, 24 December 2009 23:41CarrierII wrote on Thu, 24 December 2009 16:37And everyone knows public players are useless! (And that attitude is why I don't like CW.cc)

^ A sad feeling held by most "public players"...

And exactly for that reason, the oppinion of the CW.cc players isn't worth anything, so we don't need them to agree, that's Spoony's job

like i said, don't judge clanwars by a minority of fuckwits. it really has changed... the only people who could really give you that impression are loki and simpee. loki's banned and simpee's on the very edge. anyone who objectively read this thread can see you, george zimmer etc ("public players") run circles around simpee. he may be a good aim, but he's still thick as pigshit, extremely unsportsmanlike, and dishonest on a scale we haven't seen in renegade since jschultz.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Herr Surth](#) on Fri, 25 Dec 2009 12:47:36 GMT

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Spoony wrote on Fri, 25 December 2009 05:51 kill's pretty rusty now and never gets the good spawns anymore.

EvilWhiteDragon wrote on Fri, 25 December 2009 04:29 Chew wrote on Thu, 24 December 2009 23:41 Carrierll wrote on Thu, 24 December 2009 16:37 And everyone knows public players are useless! (And that attitude is why I don't like CW.cc)

^ A sad feeling held by most "public players"...

And exactly for that reason, the opinion of the CW.cc players isn't worth anything, so we don't need them to agree, that's Spoony's job

like i said, don't judge clanwars by a minority of fuckwits. it really has changed... the only people who could really give you that impression are loki and simpee. loki's banned and simpee's on the very edge. anyone who objectively read this thread can see you, george zimmer etc ("public players") run circles around simpee. he may be a good aim, but he's still thick as pigshit, extremely unsportsmanlike, and dishonest on a scale we haven't seen in renegade since jschultz. The cw.cc community can be pretty hostile at times. Like the fact that every new player is suspected to be pgun. thats not just simpee or loki.

ELiT3FLyR wrote on Thu, 24 December 2009 19:10 ha. a tech art is one of the most powerful things in the game. you need 2 meds to kill it. for killing it u get 80 points + a bit more for teching. for killing a single med u get the same amount of points, but wait a second, we need two meds to kill an art. ontop of that, 2 meds costs 1600, or 2300 with techs which you will need to stay alive. so a tech art costs 800 and 2 meds with techs costs 2300. then theres the fact that a tech'd art can easily fall behind the corner and be full in no time and the meds have to take time to repair, so youve gained 23 points for shooting him back for about 5 seconds, whilst taking a shitload of damage urself therefore not able to push any further or shoot buildings. NICE!

why should something just as powerful as 2 meds cost so much less, and worse still give away less points for killing it?

proof of the above is the fact that mesa is no longer played anymore, (go figure) With the other bugfixes enabled, it actually gets easier for GDI: you can now use MLRS + Med instead of 2 meds, which is 350 cheaper and more effective. Its just that you're unable to adapt to any changes at all.

Quote: and field is fucking shit because gdi holds the field for 10 minutes and only has a 600 point lead from killin the harv whilst a tech'd art and a light bashes the shit out of them. You mean Field is actually kind of balanced now and DOESNT get skipped everytime it comes up?

Quote: city fly is also gay and decided by boxes and a single tank fight. City_F was ALWAYS decided by boxes, with a slight advantage for GDI in lategame because Orcas are > Apaches.

I now await your "LOL YOU'RE A SOQ CHEATER AND ALSO YOU SUCK FAGGOT"-Response.
happy christmas.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Fri, 25 Dec 2009 15:14:13 GMT
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pointfix easier for gdi? orcas better than apaches on city? unable to adapt even tho we easily raped the league and came up with the only new strategy that pointfix has bought?

oh dear surth, i know you were desperate to jump into this but that was pretty poor. ur best bet wouldve been just to call me a liar like spoony because u could never win a debate arguing about the game, especially when ur on the losing side to begin with.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Fri, 25 Dec 2009 15:24:31 GMT
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ps spoony, why dont u try ban me, reason: talking publicly against the pointfix. im sure everyone at clanwars will love that and it definatly wont kill the league. you cant give any other reason for banning me because other than callin zimmer a fag for mimicing ur argument style and posts, i dont think ive said anything non-pointfix related in this topic. (although its worryingly hard to remember when u keep saying otherwise in every single post.)

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Herr Surth](#) on Fri, 25 Dec 2009 15:27:46 GMT
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ELiT3FLyR wrote on Fri, 25 December 2009 09:14pointfix easier for gdi? I wrote "the other bugfixes", not pointsfix. I meant the ability to shoot from the bridge.

Quote: orcas better than apaches on city? Just putting a questionmark on what I said isnt an argument. What makes you think orcas arent better?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [TD](#) on Fri, 25 Dec 2009 15:34:33 GMT
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Simpee, stop lying to the community

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Fri, 25 Dec 2009 16:13:37 GMT
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dude one day i am going to lie to the community, spoony will say im lying, and noone will believe him LOL!

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [SPIKDUM](#) on Fri, 25 Dec 2009 16:20:50 GMT
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How come people only argue pointsfix but never ever test it properly, in terms of how it affects game outcomes.

Just takes a couple of people, execute scenarios with and without pointsfix, post results.

All the arguments presented now are either purely theoretical, or based on people's experiences, which are different for everyone.

Ah who am I kidding, posting in reneforums is like pissing in an ocean of piss. Only by sueing reneforums or saying YOU AR BIG JAKAS will you ever get any attention here.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [HaTe](#) on Fri, 25 Dec 2009 16:29:59 GMT
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Spoony has himself convinced he is right, bravo.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Goztow](#) on Fri, 25 Dec 2009 16:32:41 GMT
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There was a time where I disliked the cw.cc attitude as a whole. This time's over. There's very few bad elements remaining.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoon](#)y on Fri, 25 Dec 2009 17:39:26 GMT
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SPIKDUM wrote on Fri, 25 December 2009 10:20How come people only argue pointsfix but never ever test it properly, in terms of how it affects game outcomes.

Just takes a couple of people, execute scenarios with and without pointsfix, post results.

All the arguments presented now are either purely theoretical, or based on people's experiences, which are different for everyone.

you've missed a great deal. i've arranged a huge amount of balance testing, both in public servers and in clanwars. in clanwars it's been an even bigger success than i predicted it would be. every single clanwar has been won by the team that deserved to win it. (quite a big point there, considering the clanwars league is intended to promote competitive and fair gameplay).

that definitely wasn't the case with simpee's point mod. go back a couple of pages to see my red posts, where i list some criticisms i have against the point mod he wants me to implement into the game. i've repeated the question several times and, as you can see, he can't even begin to answer them.

simpee wrote: spoony, why dont u try ban me, reason: talking publicly against the pointfix. im sure everyone at clanwars will love that and it definatly wont kill the league. you cant give any other reason for banning me because other than callin zimmer a fag for mimicing ur argument style and posts, i dont think ive said anything non-pointfix related in this topic. (although its worryingly hard to remember when u keep saying otherwise in every single post.)
answer my question, why do you think you deserve any more favours from me?

not only have i never done anything wrong to you, i've also done you a great deal of favours. what do you do in return? you treat me like absolute shit. it's UNBELIEVABLE the way you have acted towards me, it is LITERALLY UNBELIEVABLE. so, bearing that in mind, why do you think i should carry on doing you any favours?

it isn't me who needs to explain why you should be banned, it's you who needs to explain to me why you deserve any more favours from me, considering the despicable way you always treat me, for absolutely no provocation. your future at clanwars depends on giving a very good answer to this question. and a good answer from you to me would have to start with quite a few sincere apologies for everything you've done, starting with what you and clear did on the jelly forums.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [SPIKDUM](#) on Fri, 25 Dec 2009 18:22:05 GMT
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Spoony wrote on Fri, 25 December 2009 11:39: SPIKDUM wrote on Fri, 25 December 2009 10:20: How come people only argue pointsfix but never ever test it properly, in terms of how it affects game outcomes.

Just takes a couple of people, execute scenarios with and without pointsfix, post results.

All the arguments presented now are either purely theoretical, or based on people's experiences, which are different for everyone.
you've missed a great deal. i've arranged a huge amount of balance testing, both in public servers and in clanwars. in clanwars it's been an even bigger success than i predicted it would be. every single clanwar has been won by the team that deserved to win it. (quite a big point there, considering the clanwars league is intended to promote competitive and fair gameplay).

Any frapses or screenshots so people can STFU?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ChewML](#) on Fri, 25 Dec 2009 18:35:12 GMT
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SPIKDUM wrote on Fri, 25 December 2009 12:22Spoony wrote on Fri, 25 December 2009 11:39SPIKDUM wrote on Fri, 25 December 2009 10:20How come people only argue pointsfix but never ever test it properly, in terms of how it affects game outcomes. Just takes a couple of people, execute scenarios with and without pointsfix, post results.

All the arguments presented now are either purely theoretical, or based on people's experiences, which are different for everyone. you've missed a great deal. i've arranged a huge amount of balance testing, both in public servers and in clanwars. in clanwars it's been an even bigger success than i predicted it would be. every single clanwar has been won by the team that deserved to win it. (quite a big point there, considering the clanwars league is intended to promote competitive and fair gameplay).

Any frapses or screenshots so people can STFU?

Even with all that, they would never STFU. The bottom line is it is a bug caused by error in coding.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Fri, 25 Dec 2009 18:45:03 GMT
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SPIKDUM wrote on Fri, 25 December 2009 12:22Any frapses or screenshots so people can STFU?

two things. firstly, i'm not really seeing how a screenshot or even a fraps video could prove whether or not a game result went to the right team. only logical debate can really sort that out, and we've had plenty of logical debate about it - and, once again, simpee's side has been completely thrashed every single time, without exception.

secondly, being proven wrong does not make the anti-pointsfix crowd stfu. look at this thread, or any of the others.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [resistor1](#) on Fri, 25 Dec 2009 20:25:34 GMT
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Quit fighting with Spoony, he will just twist shit around to where it's in his favor as usual. Fuck you simpee, FUck you hate, Fuck all you faggots, go get a life rather than sustaining your internet ego on a forums. Fuck all of u

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ChewML](#) on Fri, 25 Dec 2009 20:29:18 GMT
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resistor1 wrote on Fri, 25 December 2009 14:25: Quit fighting with Spooky, he will just twist shit around to where it's in his favor as usual. Fuck you simpee, FUCk you hate, Fuck all you faggots, go get a life rather than sustaining your internet ego on a forums. Fuck all of u

How is he twisting shit around? And really it is you who needs to get fucked... do the world a favor and go cut yourself till you bleed out and die.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [resistor1](#) on Fri, 25 Dec 2009 20:31:18 GMT
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How about you go die? " Chew " It's pretty clear to me that you have nothing better to than sit around and argue with people on forums for 8 PAGES LONG. That's saying enough for me, I don't give a shit what you think, but when I say something I make your day, I mean hey maybe you should take a break and go kick a ball around or something, and wipe the dust of your doorknob.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [resistor1](#) on Fri, 25 Dec 2009 20:33:34 GMT
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And for the record, I'm not on any of you queers sides. I think Chew, Spooky, simpee, and the rest of the retards in this thread should give up and go accomplish something in real life other than fighting in a thread while i'm sure if I met you faggots in real life I would beat the shit out of you.

ME > ALL

FUCK U

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spooky](#) on Fri, 25 Dec 2009 20:33:35 GMT
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why are you even talking, loki? why would you get so angry about which points system is used in a league you aren't even allowed to play in?

i know you're furious at me, maybe it's because i gave you fair treatment after you lied to me hoping i'd defend you. ask yourself one question: who's actually done you wrong? if the answer's "nobody" (and clue: it is) then just calm down and go do something else

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Herr Surth](#) on Fri, 25 Dec 2009 20:37:03 GMT
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Spoony wrote on Fri, 25 December 2009 14:33why are you even talking, loki? why would you get so angry about which points system is used in a league you aren't even allowed to play in?

i know you're furious at me, maybe it's because i gave you fair treatment after you lied to me hoping i'd defend you. ask yourself one question: who's actually done you wrong? if the answer's "nobody" (and clue: it is) then just calm down and go do something else
SHUT UP NERD FAGGOT LOLO

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [resistor1](#) on Fri, 25 Dec 2009 20:38:05 GMT
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Well I guess im here to let you know how fucking retarded you are, and abuse your emotions. All that faggots that made those 8 pages are the ones like you (Spoony) lacking social lifes, so they post here to get pub players to get on their side, when pointfix hardly affects pub games. The renegade point system was right the way it was made, it wasn't bugged as you may think. But hey you know more than the people that created Renegade right? Has anyone realised how retarded of a name " Spoony " is, I mean that told me something about your intelligence level from the get-go.

essay inc

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Spoony](#) on Fri, 25 Dec 2009 20:44:16 GMT
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it was only ever going to be a matter of time before loki completely snapped, packer-style. hands up if you're surprised, anybody?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [resistor1](#) on Fri, 25 Dec 2009 20:46:15 GMT
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YOU GOT THIS PAGE ON LOCK BRO, you haven't left in like what 3 hours.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Spoony](#) on Fri, 25 Dec 2009 20:50:11 GMT

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i spent almost all day with my family, got back not too long ago... it's christmas day. (google it)

calm down by the way, nobody's done anything wrong to you... why are you so angry?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [ChewML](#) on Fri, 25 Dec 2009 20:53:41 GMT

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You would kick my ass IRL eh? Conrats, you just proved to be even dumber than before... Your insults are weak, actually when you try to insult someone else here, you make yourself look worst. So please continue to show us how fucking retarded you really are.

I am not gonna repeat this after this time, if you fucking retards can't read or understand then I don't know what to tell you.

THERE WAS AN OBVIOUS ERROR IN CODING, THEREFORE THE ORIGINAL POINT SYSTEM IS BUGGED.

You fucking suck, and can't play Renegade it was supposed to be played. Therefore you argue against the pointfix, and have to download cheats. Anyone who argues on the same side as you should be fucking ashamed of themselves. As it is obvious to people with half a fucking brain which side is right here.

Also, can we just have this stupid fuck banned? He is banned from every server for cheating so he really doesn't have much business here, besides being a fucking retard and trying to flame people for being smarter than him.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [resistor1](#) on Fri, 25 Dec 2009 20:54:01 GMT

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Because your stupidity annoys me, now i'm out of this thread. I'm not giving you any more attention since you are already socially rejected in real life.

P.S. GOOD LUCK WITH THIS THREAD LOL

btw chew 2v2 me with any anti-cheat you can throw at me and i'll make you and your partner look

stupid LOL

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [ChewML](#) on Fri, 25 Dec 2009 20:55:15 GMT

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resistor1 wrote on Fri, 25 December 2009 15:54 Because your stupidity annoys me, now i'm out of this thread. I'm not giving you any more attention since you are already socially rejected in real life.

P.S. GOOD LUCK WITH THIS THREAD LOL

We just won, now if we can just get your stupid ass completely out of these forums...

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [resistor1](#) on Fri, 25 Dec 2009 20:57:12 GMT

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Meh, I lied. So what are you Spoonys #1 fan now? LOL

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [ChewML](#) on Fri, 25 Dec 2009 20:58:59 GMT

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resistor1 wrote on Fri, 25 December 2009 14:57 Meh, I lied. So what are you Spoonys #1 fan now? LOL

Yes, I must be spoony's fan, because I can actually see the logic and do simple math, which bring me to the conclusion that pointfix is right, and you are fucking stupid.

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [resistor1](#) on Fri, 25 Dec 2009 20:59:53 GMT

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K BRO, where's the math? Smart guy. Where's this math your talking about? Oops, did I just reveal how stupid you actually are?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [ChewML](#) on Fri, 25 Dec 2009 21:01:06 GMT

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resistor1 wrote on Fri, 25 December 2009 14:59K BRO, where's the math? Smart guy. Where's this math your talking about? Oops, did I just reveal how stupid you actually are? BRO, We already showed you the math... LOL

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [resistor1](#) on Fri, 25 Dec 2009 21:03:02 GMT

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No, show me the math that you are talking about.. Everyone here is laughing at your dumbass, because you try to act smart, saying you have information you can't provide for anyone to see. You're just trying to make it look like you know half-shit about renegade/pointsfix. Now get your retarded ass out of this thread you homosexual failure.

edit: I have real life things to deal with now, you can stay and argue in this thread! bye-bye!

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [ChewML](#) on Fri, 25 Dec 2009 21:04:24 GMT

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resistor1 wrote on Fri, 25 December 2009 15:03No, show me the math that you are talking about.. Everyone here is laughing at your dumbass, because you try to act smart, saying you have information you can't provide for anyone to see. You're just trying to make it look like you know half-shit about renegade/pointsfix. Now get your retarded ass out of this thread you homosexual failure.

Read what you just said, now take your own advice...

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Spoony](#) on Fri, 25 Dec 2009 21:04:30 GMT

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Spoony wrote on Fri, 25 December 2009 14:50calm down by the way, nobody's done anything wrong to you... why are you so angry?

^^ seriously loki, it's christmas... most people at clanwars knew you were going to explode sooner or later, but today? did something happen?

Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Herr Surth](#) on Fri, 25 Dec 2009 21:06:15 GMT

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resistor1 wrote on Fri, 25 December 2009 15:03No, Everyone here is laughing at your dumbass

everyone is laffin on ts

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [ELiT3FLyR](#) on Fri, 25 Dec 2009 21:13:24 GMT
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looks like someone didnt get that new toy they wanted ;(

Subject: Re: Pointsfix debate - cleared - I plead guilty :(
Posted by [Goztow](#) on Fri, 25 Dec 2009 22:19:32 GMT
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I'm going to lock this, as we're off to get in a flame circle now.
