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Subject: Nod Vs Gdi

Posted by [C4Smoke](#) on Mon, 04 Jun 2012 00:51:32 GMT

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There is always one winner but...

I was wondering if it is possible to tie in Renegade?

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Subject: Re: Nod Vs Gdi

Posted by [ehhh](#) on Mon, 04 Jun 2012 00:59:37 GMT

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Nope.

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Subject: Re: Nod Vs Gdi

Posted by [C4Smoke](#) on Mon, 04 Jun 2012 01:01:10 GMT

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In my 8 years of playing Renegade I never had a tie so If it ends on same score what happens?

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Subject: Re: Nod Vs Gdi

Posted by [ehhh](#) on Mon, 04 Jun 2012 01:32:42 GMT

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Think it goes to decimals or the last/first team to get to the current score.

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Subject: Re: Nod Vs Gdi

Posted by [iRANian](#) on Mon, 04 Jun 2012 07:22:24 GMT

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It goes into single precision floating point, I think if the score is really tied GDI wins but I'm too lazy to check.

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Subject: Re: Nod Vs Gdi

Posted by [jason761](#) on Wed, 06 Jun 2012 11:58:46 GMT

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if its a tie gdi win, we had it on cw.cc before between soq and h2o

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Subject: Re: Nod Vs Gdi

Posted by [Major-Payne](#) on Wed, 06 Jun 2012 12:04:15 GMT

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jason761 wrote on Wed, 06 June 2012 04:58if its a tie gdi win, we had it on cw.cc before between soq and h2o

ha, gdi is overpowered

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Subject: Re: Nod Vs Gdi

Posted by [iRANian](#) on Wed, 06 Jun 2012 12:53:46 GMT

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the score is floating point although the client doesn't show decimals

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Subject: Re: Nod Vs Gdi

Posted by [Spoony](#) on Wed, 06 Jun 2012 17:12:33 GMT

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jason761 wrote on Wed, 06 June 2012 04:58if its a tie gdi win, we had it on cw.cc before between soq and h2o

no score on either side = gdi wins

otherwise it goes to higher score and there is such a thing as a fraction of a point. you dont know soq and h2o were actually exactly tied, it might have been like GDI 3956.3 to Nod 3956.2

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Subject: Re: Nod Vs Gdi

Posted by [DutchNeon](#) on Wed, 06 Jun 2012 22:30:49 GMT

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Pub logs suggest Nod is better. Results of pub matches over a long period of time.

Ties are gay.

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Subject: Re: Nod Vs Gdi

Posted by [Major-Payne](#) on Thu, 07 Jun 2012 07:21:19 GMT

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pub logs suggest gdi is retarded

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Subject: Re: Nod Vs Gdi

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Posted by [iRANian](#) on Thu, 07 Jun 2012 08:43:51 GMT

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comm war logs show nod is better, especially with pointsmod on.

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Subject: Re: Nod Vs Gdi

Posted by [EvilWhiteDragon](#) on Thu, 07 Jun 2012 11:14:27 GMT

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The ladder suggests that they're equal, for all games played on stock maps, based on all playercounts.

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Subject: Re: Nod Vs Gdi

Posted by [iRANian](#) on Thu, 07 Jun 2012 20:40:41 GMT

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not the win stats for n00bstories, which is the only server running pointsmod with a normal aow setup

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Subject: Re: Nod Vs Gdi

Posted by [EvilWhiteDragon](#) on Thu, 07 Jun 2012 21:48:59 GMT

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iRANian wrote on Thu, 07 June 2012 22:40not the win stats for n00bstories, which is the only server running pointsmod with a normal aow setup  
Define normal AOW setup...

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Subject: Re: Nod Vs Gdi

Posted by [iRANian](#) on Thu, 07 Jun 2012 21:52:05 GMT

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stock maps not marathon

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Subject: Re: Nod Vs Gdi

Posted by [EvilWhiteDragon](#) on Thu, 07 Jun 2012 22:11:29 GMT

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iRANian wrote on Thu, 07 June 2012 23:52stock maps not marathon  
There are more servers which run stock maps and do not run marathon.

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Subject: Re: Nod Vs Gdi

Posted by [Gen\\_Blacky](#) on Fri, 08 Jun 2012 06:29:52 GMT

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EvilWhiteDragon wrote on Thu, 07 June 2012 15:11iRANian wrote on Thu, 07 June 2012 23:52stock maps not marathon

There are more servers which run stock maps and do not run marathon.

not really stock aow though.

Quote:n00bstories, which is the only server running pointsmod with a normal aow setup and maybe jelly aow.

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Subject: Re: Nod Vs Gdi

Posted by [EvilWhiteDragon](#) on Fri, 08 Jun 2012 07:18:06 GMT

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Gen\_Blacky wrote on Fri, 08 June 2012 08:29EvilWhiteDragon wrote on Thu, 07 June 2012 15:11iRANian wrote on Thu, 07 June 2012 23:52stock maps not marathon

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Quote:n00bstories, which is the only server running pointsmod with a normal aow setup and maybe jelly aow.

False and false.

Most stock I've seen at the time we did the analysis was TK2. And even that wasn't completely stock.

It's a pity to see that a lot of the people here seem to think there are only 3 or 4 servers in ren.

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Subject: Re: Nod Vs Gdi

Posted by [Gen\\_Blacky](#) on Fri, 08 Jun 2012 07:22:11 GMT

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EvilWhiteDragon wrote on Fri, 08 June 2012 00:18Gen\_Blacky wrote on Fri, 08 June 2012 08:29EvilWhiteDragon wrote on Thu, 07 June 2012 15:11iRANian wrote on Thu, 07 June 2012 23:52stock maps not marathon

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---

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Active, servers played regularly or most often. No server really pure stock anymore.

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Subject: Re: Nod Vs Gdi

Posted by [EvilWhiteDragon](#) on Fri, 08 Jun 2012 08:54:56 GMT

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Gen\_Blacky wrote on Fri, 08 June 2012 09:22EvilWhiteDragon wrote on Fri, 08 June 2012 00:18Gen\_Blacky wrote on Fri, 08 June 2012 08:29EvilWhiteDragon wrote on Thu, 07 June 2012 15:11iRANian wrote on Thu, 07 June 2012 23:52stock maps not marathon  
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You're aware that your criteria are shifting eh? In any case, these numbers were taken a year or two (I think, could be more) ago, across multiple servers of different sizes with different audiences. Sounds more like a statistically sound method. Much more than just taking one server which usually is limited to high playercounts. And even then, that particular server isn't exactly stock either (stock besides pointfix).

Maybe, if I can still get (read-only) access the ladder db, I'll investigate this again soon.

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Subject: Re: Nod Vs Gdi

Posted by [Spoony](#) on Fri, 08 Jun 2012 09:04:21 GMT

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plenty of stock maps were stupidly unfair while the dumbass point bug was still in effect...

point bug fixed + infinite infantry ammo + deadzones fixed = fair between nod and gdi. (not on glacierfly but whatever)

that's not the case in marathon and it's also true that plenty of people in public servers don't really know what they're doing (including ppl who've been playing longer than i have) but that doesn't make the maps themselves unfair

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