Subject: in regard to the points fix
Posted by i0ncl0ud9 on Wed, 02 Jul 2008 00:29:55 GMT

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"Points Fix - fixes an error in the way points are calculated when attacking vehicles with green health. Against all other targets, points are directly proportionate to damage, but not green-health vehicles due to a coding mistake. This is why, for example, snipers could get illogically high points for attacking heavy vehicles they did very little damage to."

a coding mistake?

Was there not any testing done on this game before it came out? Yes, there was, just like there is with any other game

Do you think while the testing going on everyone testing (or the majority, because there are some pretty unobservant people), noticed what was going on regarding the point fix? Yes

Do you think westwood if they had intended it to be so, would have fixed this issue prior to releasing the game to the public? Of course.

The implementation of this points fix, which the majority of the renegade community does not promote, is just a way for a few people to get what they want... Spoony and everyone else supporting it can say whatever they want but the point fix does more bad than good. Hopefully they will do the right thing and abandon it before forcing it onto everyone. I don't think even Spoony can deny that the majority of people don't like the pointsfix, which is why he goes to his argument of Westwoods' intentions. Leave the game alone how it was obviously meant to be (the way it was released) and even if the small chance appears that westwood did intend for the points fix to be put in, Spoony should try something that sometimes can be hard for him to do. Listen. Westwood has nothing to do with this game anymore other that they made it, so why not listen to the people that really matter. The ones that play it.

for those who may have just heard about the points fix, it is pretty easy to see that the majority of the community doesn't support it. I'm not positive but I believe clanwars uses it, although reluctantly. I'm absolutely sure that Jelly, the most popular community in Renegade, doesn't support it.