Subject: Re: in regard to the points fix
Posted by EvilWhiteDragon on Tue, 08 Jul 2008 20:30:21 GMT
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Chuck Norris wrote on Tue, 08 July 2008 17:43StealthEye of BlackIntel (emphasis added)Actually, it calculates points like this:
vehicledamagemultiplier * rawdamage * warheadmultiplier / warheadmultiplier

It should be:
vehicledamagemultiplier * rawdamage * warheadmultiplier
Not that I know anything about coding (and I am FOR the pointsfix, for the record), but I have to ask this. If you're a coder, isn't a mistake like that a little hard to make? How do you accidentally do A*B*C/C if your intention was A*B*C? Too bad nobody who was involved with Renegade from Westwood could give any input on this. At the least, it'd stop all the arguing about it.
Don't forget that when you code something like this, that it looks a *little* more complicated eh So that should be one of the reasons why you can miss such thing.