Subject: Re: in regard to the points fix
Posted by Jellybe4n on Mon, 21 Jul 2008 19:07:21 GMT
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EvilWhiteDragon wrote on Mon, 21 July 2008 04:28liquidv2 wrote on Mon, 21 July 2008 10:01that's a good idea

i also remember someone saying that on the jelly forums over half a year ago

it makes sense
IT DOES NOT MAKE SENSE, really, as you can still "win" a game with doing no damage to attacking vehicles. I mean, soldier & engi VS tank, engi doing more damage with C4 (thus with this idea, getting more points) soldier, being utterly useless against tanks, gets fewer points BUT GETS MORE CREDITS TO DO OTHER USELESS STUFF LIKE SBH WHORING....

Something that would make sense:
Changing the point credits ratio. This way, if you deal 100 damage to a med with a remote, you'll get 10 points, but for example 100 credits. If you do the same thing with a soldier, you'll get about 0,5? points thus giving you 5 credits.
Of course, it would mean htat you could get massive amounts of credits when attacking buildings, but at least new players understand it.
Also, it allows some vehicles to be actually useful. With a mammoth, you would give away loads of credits with this RIDICULOUS IDEA.

You do not own every server on Renegade, a suggestion has been put forward that plenty agree with. The majority should decide this. If you force this too much, you will feel far more resistance than when you agree to bend on things.

I didn't want anything to do with it, but I've relaxed that stand and have been willing to reason with the TT team and find a medium. If you refuse to budge, we won't get anywhere and end up back where we started.