
Subject: Re: Renegade X - Pre-Release Update!

Posted by [EvilWhiteDragon](#) on Thu, 03 Sep 2009 09:21:02 GMT

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infusi0n wrote on Thu, 03 September 2009 06:11)arty>MRLS every single time unless you're terrible

2)rotatable MRLS turret means another huge balance issue

3)im guessing renx is based off non-points fix points system?

LOLOLOLL

It would probably be harder to give RenX a non point fix way of distributing points than a normal pointfix way.

With the pointfix you get points for the damage you do (like in most games) without it you get points because you shoot with a weapon that basically has the capability to do a lot of damage, but doesn't do that because it's bad against the armortype, but that does get the points as if it did the lot of damage.

For ex:

Without pointfix:

The ramjet has a basic damage of 200. This means that whatever it hits, it gets 20 points (even if it does just 5 damage on a vehicle or so). Also it depends on whether the vehicle you hit has green or red/orange health.

With pointfix:

The ramjet applies $200 * \text{armourmultiplier}$. This means that it does say 5 damage. It then gets 0,5 points because it only did 5 damage.
