Subject: Re: Renegade X - Pre-Release Update!
Posted by LeeumDee on Mon, 07 Sep 2009 11:47:01 GMT
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R315r4z0r wrote on Sun, 06 September 2009 21:18
EvilWhiteDragon wrote on Sun, 06 September 2009 14:26Yeah right, and because of that I also did not notice the weird point behaviour of the pointbug...
I did figure out that the pointbug only works on vehicles as long as they have armour, if that's gone you will get the correct amount of points, even on a non pointfixed server.

Oh and coincidentely, I also wouldn't notice according to you how BIATCH should work. While coincedentely, I did though out how it should work. Yes, StealthEye did it codewise, but i though up the general idea. Same goes for the pointfix. I noticed it, StealthEye dug around a bit, found out it was obviously a bug (first multiplying with say x and then derive x again).

So ye you absolutely don't notice these things, IF YOU DON'T FUCKING KNOW HOW TO PLAY OR ARE BUSY WANKING AT THE SAME TIME.
You're contradicting what I said. Level editor is just one example of a program. BIATCH, Stealtheye, Level Editor, whatever. They are all the same. They give you knowledge of the game's makeup via an outside/behind the scenes source.

And also, points are a visible means of comparison in the game while it's in play. I'd expect you to pick up on the points bug. I don't get why you're relating it to the damage differences.

StealhEye is a person, a BlackIntel admin....... Who coincidentally coded BIATCH. If you read what EWD said he helped in the production of BIATCH.