
Subject: Re: RenegadeX-Pre-release --> "Is the GDI/Nod autorifle thing balanced?"
debate

Posted by [Goztow](#) on Thu, 29 Oct 2009 19:33:44 GMT

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Jerad Gray wrote on Thu, 29 October 2009 19:40Goztow wrote on Wed, 28 October 2009 01:47With pointsfix, points are perfectly related to damage. As the damage done to green health or to red health is exactly the same, points are as well. Bearing in mind that you still only get half of the points while killing someone and half of the points when that person dies. Shame, I always thought it'd make sense to get more points as you get closer to making the kill, beings the lucky ass that makes the final shot gets a stockpile of points that out weighs everything else, but as long as you still get points for damage thats better than what some games do. So now, as for the people that do the level editor, do we have to remember to double the point value to get it to give you the points we want it to? What do u mean? You mean if you want to recreate points bug? Points bug is way more complicated than just double the damage somewhere. But there will be a "pointsunfix.dll" release together with TT, as explained a long time ago. Donno why this is coming up in here again?
