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Subject: request - Nod Rocket Soldier bug  
Posted by [Spoony](#) on Tue, 17 Nov 2009 11:02:38 GMT  
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This is a fairly minor thing but I think it's better off fixed than unfixed.

The Nod Rocket soldier has a bug in its points (the FUD clan found it years ago but I don't think anybody really cared); GDI barely gets any points damaging him, they only get the kill points. You ought to get about 23 points killing him (10% of the unit cost, as is the case for all other priced infantry, give or take one point for rounding)

could someone knock up a quick fix for this?

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [Hitman](#) on Tue, 17 Nov 2009 11:10:15 GMT  
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meh i find it fine tbh, gdi has an advantage over nod when it comes to infantry anyways, might aswell compensate a bit... even tho its in a rather weird and somewhat useless way

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [Spoony](#) on Tue, 17 Nov 2009 11:23:38 GMT  
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think of field... with the new clanwars settings nod occasionally does use a rocket soldier (kill the other day?)

imagine if you can a last-minute point race. we've gotten rid of the bullshit like sniping tanks; if rocket soldiers are being used then they ought to yield the right points when they're killed.

i have won field games by 1 point before...

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [ErroR](#) on Tue, 17 Nov 2009 11:30:50 GMT  
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a few points won't be a problem if it's fixed imo

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [Hitman](#) on Tue, 17 Nov 2009 11:52:59 GMT  
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Spoony wrote on Tue, 17 November 2009 05:23think of field... with the new clanwars settings nod occasionally does use a rocket soldier (kill the other day?)

if nod gets a rocket guy in tunnel... gdi should get a gunner in tunnel to counter it(shouldn't be a problem at all) and just keep 2 meds in field to keep nod off the harv/buildings

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [reborn](#) on Tue, 17 Nov 2009 12:19:07 GMT  
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I will fix this. Remind me if I haven't in a few days.

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [ErroR](#) on Tue, 17 Nov 2009 12:23:33 GMT  
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Hitman wrote on Tue, 17 November 2009 13:52Spoony wrote on Tue, 17 November 2009 05:23think of field... with the new clanwars settings nod occasionally does use a rocket soldier (kill the other day?)

if nod gets a rocket guy in tunnel... gdi should get a gunner in tunnel to counter it(shouldn't be a problem at all) and just keep 2 meds in field to keep nod off the harv/buildings  
gdi has a rocket offices as well

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [Spoony](#) on Tue, 17 Nov 2009 12:31:16 GMT  
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many thanks reborn.

hitman, that surely doesn't invalidate the argument... i think it's quite good that a rocket soldier can be considered a legitimate tactic.

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [reborn](#) on Tue, 17 Nov 2009 19:50:32 GMT  
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No problem...

You're right, the Nod rocket guy has no damage points assigned to him. The direct counter-part on GDI has a value of 0.05, with the Gunner being worth 0.07. It makes sense to me that he should be worth 0.05 too. Would you agree?

I would prefer to make something useful, something that lets server owners define presets in a list themselves, then let that list define the keys in the ini file. This way you could add preset names to a list, then have that list create valid key names so you can add entries for other presets to change there Damage Points too. However, I do not think I can have the list define variables like that...

I may have to create a static list of preset names. But I really wish I could think of a way to do what I just explained. :-/

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## File Attachments

1) [points.JPG](#), downloaded 376 times

```
Renegade Master Server - z9999999 - svrcfg_cnc.ini
lue of 1.000000
A GDI_Ceiling_Gun_AGT object has just been created, and it has a damage point va
lue of 1.000000
A GDI_Ceiling_Gun_AGT object has just been created, and it has a damage point va
lue of 1.000000
A Nod_Obelisk object has just been created, and it has a damage point value of 1
.000000
A Obelisk Effect object has just been created, and it has a damage point value o
f 0.000000
A Invisible_Object object has just been created, and it has a damage point value
of 0.000000
A Invisible_Object object has just been created, and it has a damage point value
of 0.000000
A Invisible_Object object has just been created, and it has a damage point value
of 0.000000
A CnC_Ammo_Crate object has just been created, and it has a damage point value o
f 0.000000
A CnC_Nod_Harvester object has just been created, and it has a damage point valu
e of 0.040000
A CnC_Nod_Cargo_Drop object has just been created, and it has a damage point val
ue of 0.000000
A Generic_Cinematic object has just been created, and it has a damage point valu
e of 0.000000
A CnC_GDI_Harvester object has just been created, and it has a damage point valu
e of 0.040000
The Version of player 1 is 3.400000
Player redude joined the game
redude changed character to a Nod Soldier
A CnC_Nod_Minigunner_0 object has just been created, and it has a damage point v
alue of 0.010000
team2 1 1
>
>redude changed character to a GDI Soldier
A CnC_GDI_MiniGunner_0 object has just been created, and it has a damage point v
alue of 0.010000
redude changed character to a Rocket Soldier Officer
A CnC_GDI_RocketSoldier_10ff object has just been created, and it has a damage p
oint value of 0.050000
Purchase: redude - Rocket Soldier Officer
redude changed character to a Gunner
A CnC_GDI_RocketSoldier_2SF object has just been created, and it has a damage po
int value of 0.070000
Purchase: redude - Gunner
redude changed character to a Rocket Soldier Officer
A CnC_GDI_RocketSoldier_10ff object has just been created, and it has a damage p
oint value of 0.050000
Purchase: redude - Rocket Soldier Officer
team2 1 0
>
>redude changed character to a Nod Soldier
A CnC_Nod_Minigunner_0 object has just been created, and it has a damage point v
alue of 0.010000
redude changed character to a Rocket Soldier Officer
A CnC_Nod_RocketSoldier_10ff object has just been created, and it has a damage p
oint value of 0.000000
Purchase: redude - Rocket Soldier Officer
Westwood Online mode active since 17/11/2009 - 19:44:11
Gameplay in progress
Map : C&C_Field.mix
Time : 0.28.44
Fps : 60
GDI : 0/4 players      0 points
NOD : 1/4 players      0 points
```

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [Jerad2142](#) on Tue, 17 Nov 2009 19:59:47 GMT  
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Spoony wrote on Tue, 17 November 2009 04:02 You ought to get about 23 points killing him (10% of the unit cost, as is the case for all other priced infantry, give or take one point for rounding)could someone knock up a quick fix for this?  
And while your knocking those points up could you make the 8 free soldiers return 0 points to match 10% of their cost?  
k thanks

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [Hitman](#) on Tue, 17 Nov 2009 20:11:19 GMT  
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Jerad Gray wrote on Tue, 17 November 2009 13:59Spoony wrote on Tue, 17 November 2009 04:02 You ought to get about 23 points killing him (10% of the unit cost, as is the case for all other priced infantry, give or take one point for rounding)could someone knock up a quick fix for this?  
And while your knocking those points up could you make the 8 free soldiers return 0 points to match 10% of their cost?  
k thanks  
NICE FIND MAN

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [Jerad2142](#) on Tue, 17 Nov 2009 21:29:20 GMT  
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Hitman wrote on Tue, 17 November 2009 13:11Jerad Gray wrote on Tue, 17 November 2009 13:59Spoony wrote on Tue, 17 November 2009 04:02 You ought to get about 23 points killing him (10% of the unit cost, as is the case for all other priced infantry, give or take one point for rounding)could someone knock up a quick fix for this?  
And while your knocking those points up could you make the 8 free soldiers return 0 points to match 10% of their cost?  
k thanks  
NICE FIND MAN  
I THINK THE GAME WILL BE MORE BALANCED IF WE DISABLE POINTS. THEN WHEN TWO EXACTLY EQUALLY SKILLED TEAMS PLAY ON-LINE THEY WON'T BE ABLE TO BITCH ABOUT MAKING 2 EXTRA POINTS WHEN SHOOTING WITH A GUN THAT DOES 2 LESS DAMAGE!

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Subject: Re: request - Nod Rocket Soldier bug  
Posted by [Spoony](#) on Wed, 18 Nov 2009 15:21:09 GMT  
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reborn wrote on Tue, 17 November 2009 13:50No problem...

You're right, the Nod rocket guy has no damage points assigned to him. The direct counter-part on GDI has a value of 0.05, with the Gunner being worth 0.07. It makes sense to me that he

should be worth 0.05 too. Would you agree?

I would prefer to make something useful, something that lets server owners define presets in a list themselves, then let that list define the keys in the ini file. This way you could add preset names to a list, then have that list create valid key names so you can add entries for other presets to change there Damage Points too. However, I do not think I can have the list define variables like that...

I may have to create a static list of preset names. But I really wish I could think of a way to do what I just explained. :-/

if you set it for 0.05 then i guess the total kill points would even out to 22/23? if so then that's right.

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