
Subject: Re: in regard to the points fix
Posted by [Spoony](#) on Wed, 02 Jul 2008 00:45:28 GMT
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I'll copypaste the reply on jelly.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26"Points Fix - fixes an error in the way points are calculated when attacking vehicles with green health. Against all other targets, points are directly proportionate to damage, but not green-health vehicles due to a coding mistake. This is why, for example, snipers could get illogically high points for attacking heavy vehicles they did very little damage to."

a coding mistake?
yes.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26Was there not any testing done on this game before it came out? Yes, there was, just like there is with any other game

Do you think while the testing going on everyone testing (or the majority, because there are some pretty unobservant people), noticed what was going on regarding the point fix? Yes

Do you think westwood if they had intended it to be so, would have fixed this issue prior to releasing the game to the public? Of course.
every time someone brings this up, I point out the terrible flaw, which is this:

- by your logic, backwalking the ob is intended.
- by your logic, base to base - even the most unfair example, i.e. a MRLS behind the barracks on Islands - is intended.
- by your logic, bluescreening is intended.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26Spoony and everyone else supporting it can say whatever they want but the point fix does more bad than good.
I hear this a lot, and I always make a point of asking the person to elaborate. More often than not I get either an embarrassed silence or an insult in response. Please feel free to do better than that; Why does it do more bad than good? I can make a long, long list of the good it does. I've still yet to hear a single convincing "bad" thing it does.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26I don't think even Spoony can deny that the majority of people don't like the pointsfix, which is why he goes to his argument of Westwoods' intentions. I'm afraid the flaw here is the argument of Westwood's intentions was one of the several core arguments for the pointsfix before any debate on the subject even started.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26Leave the game alone how it was obviously meant to be (the way it was released)
"how it was obviously meant to be" = pointsfix. NOT the pointsbug. you only need to play a while on a pointsfix server with an open mind to see that. Westwood weren't stupid, they wouldn't have intentionally put in a balance disaster whereby shooting something you don't damage awards your team massive points, which promotes defensive gameplay.

i0ncl0ud9 wrote on Tue, 01 July 2008 19:26 and even if the small chance appears that westwood did intend for the points fix to be put in, Spooky should try something that sometimes can be hard for him to do. Listen. Westwood has nothing to do with this game anymore other than they made it, so why not listen to the people that really matter. The ones that play it. this is technically known as "moving the goalposts". first your argument is "westwood DIDN'T intend the points fix, end of story, and we need to take heed of that fact" - which is, of course, absolutely false. then it becomes "but if I'm wrong, it doesn't matter that I'm wrong because when I said we need to take heed of that fact, I didn't really mean it, it's not westwood we need to listen to after all"

i0ncl0ud9 wrote I'm absolutely sure that Jelly, the most popular community in Renegade, doesn't support it. not at all, plenty of people either like the idea or don't mind it. It's simply the fact that the people who don't like it are usually very vocal, often going to quite extraordinary lengths. Where the rest of the debate is civilised discussion, you can always rely on a small minority to flame the living shit out of anyone who disagrees with them, lie to everyone to make their 'opponents' look bad, etc. You should see the thread in the moderator section about kong... it's pure gold.
