Subject: Re: turning points fix on and off
Posted by StealthEye on Thu, 03 Jul 2008 09:38:01 GMT

Quote:Though it could use glitch fixing and the nice functions available in TT, not including points fix.The point fix _is_ fixing a glitch, it is a clear bug in the code and the way points used to be calculated do not make sense at all. It doesn't matter so much as long as you play the game normally: if you shoot at targets you can actually reasonably damage. It only makes a difference for targets which you can hardly damage, ie. shooting things that are useless for you shoot at. It makes abuse (shooting the harvester with a ramjet for points) impossible though, that's the biggest advantage. It also makes reasoning about the points possible. Killing a harvy gets you 98 points iirc. Killing any purchased unit gives you the cost/10 points. It's a fix to a bug, just like many other fixes.