

---

Subject: Re: Fixing... Points?

Posted by [gkl21](#) on Sat, 16 Aug 2008 02:22:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Once again, do you agree that when you have no money, you go out to field and get ridiculous amount of credits / points for shooting a light tank, mammoth, or medium tank? Get a useful unit, repair a building, sneak upto the vehicle from the back, (see spoony's list basically). Help your team in a useful way and become a team player!

Why should the half-point fix (points = fixed, credits unfixed) not be counted towards the ladder? In my opinion, due to the original design of the ladder system, still getting an extra amount of credits and same points leads to an unfair advantage for the ladder points. This is by abling people to 'defend/attack more' due to glitch, thus getting more points because you can spend it on units, sending a wave back and forth, killing more units, etc. The core part of renegade should all be the same in order to qualify, this does not include bots of anykind.

Then, if a server uses a bot to regulate extra points / credits, the people incharge of the ladder will then decide if it's a valid concept or not.

I think out of msgtpain's list of server settings, the biggest factor would be the player count. The rest seem to be minor (to a point). But if everyone knew how to ladder actually calculated the points, people would abuse it (that I can forseer from a few people).

(This part not directed to anyone) Also for people when complaining, if you don't like something, then just don't be a whiner, provide a valid reason and possible solution. Maybe your posts won't be so useless. So far all I been seeing is the people "for" something that have found possible solutions to make all the whiners happy.

Edit:

Regarding the donating, this does not matter whatsoever. Your team total credits remain the same, but all the other factors modify this number.

---