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Subject: Re: Fixing... Points?

Posted by [R315r4z0r](#) on Tue, 09 Sep 2008 22:19:36 GMT

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I'm pretty sure they said it was an error in code and not an intentional effort to fix the game's points.

You see, in Level Editor, when you modify an object that has health, you get to put in how many points you get from it for shooting and killing it.

Now, if you look a few posts back, you will come across a test I did involving finding out how many points you get for using a Ramjet against various vehicles. Here is an excerpt:

I said:Stealth tank = 22 Points

Buggy = 12 Points

Light Tank = 10 Points

Flame Tank = 10 Points

Mammoth tank = 12 Points

Medium tank = 10 Points

Humm-vee = 12 Points.

The Stealth tank gives off 22 points. Now here is the same preset's settings in Level editor:

I don't know about you, but 0.110 Points does not equal 22 Points.

If Westwood had intended to make the points we currently get the actual point system, they would have set the points in their presets to be larger than what is shown.

And upon further investigation of the Ramjet rifle itself, neither in its weapon settings, ammunition settings, or preset settings does it dictate a point multiplier. And even if it did, it would take a rather large point multiplier to get from 0.11 to 22.0.

Therefore, I think it is pretty safe to assume that this was NOT an intention addition to the game.

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