
Subject: Re: Ideas to help newcomers/people joining a serv mid-game

Posted by [Homey](#) on Sun, 04 Oct 2009 09:09:15 GMT

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liquidv2 wrote on Thu, 01 October 2009 18:15Quote:if someone's first instinct upon their base being threatened by a tank is to shoot the tank without damaging it, they're NOT a good player. i would go so far as to call them a dumbass. there is always something HELPFUL you can be doing. always. and a good player will do that instead.

the only argument against this is that in doing no damage to the vehicle you are still increasing your points and credits more quickly than you otherwise could and will probably be able to buy a better unit with which to defend the base or aid your team; with the pointmod in place it is no longer an option, but as long as it's there it will always be used as one

i think gaining one credit per second is too high, but half a credit would actually make a noticeable difference; on the atomix server you gain 3 credits per second and players can still buy infantry and vehicles with the pointmod in place, and i seem to end up having more in there than i do in a server with the original points in place even if i'm tearing shit up

nice summary, it says what needs to be said

This has always been my problem with pointfix, even in tank fighting you don't gain points fast enough. Fair enough right, yes it makes the game more fair yada yada. Point being, as it stands in my opinion you gain credits too slow with pointfix on, regardless of what you're doing (exception shooting/repairing buildings). 3 creds per second would be far too much for sure.

Perhaps the way to balance pointfix for people who don't prefer it (myself included) would be to test an actual ratio for credits per second.

I've realized that Spooky is right about long games/joining late and if your ref is dead, tough shit. But so long as it's alive I think a bit more than 2/sec should be awarded to offset the decreased points you get overall.

Maybe it's 2.5? Maybe 2.25? So you'd get 2,2,2,3. I don't know what the actual number is but I'd be willing to test it.

What do you think Spoomer?

Edit: The unkillable silo...not a bad idea for an option, or even a killable silo. Perhaps it could have the extra credits of .25 or .5 ...either way I've played in servers with 3 creds/sec and it's too easy to rack up tons of credits so quick, even minimized....
