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

Posted by [Dover](#) on Tue, 06 Oct 2009 21:49:34 GMT

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GEORGE ZIMMER wrote on Tue, 06 October 2009 14:46Ok, since a good lot of you can't tell the difference between "Hey, how should pointsfix be improved so that people who are against it can play it and enjoy it" and "HURF DURF POINTSFIX MANDATORY", I decided to remake this topic here... and because CarrierII will moderate the FUCK out of this topic.

So to reiterate, post your ideas here as to how pointsfix can be improved, money wise. I will confess, it's a bit difficult to gain money early game or when you join a server mid-game (especially when your ref is dead).

I'm thinking the idea of a higher universal credit trickle would be a decent idea, as stated before. This would make it generally better for everyone.

Another idea that I had was to make infantry that can damage tanks get more points (and therefore money) than usual. This would include C4, grenadiers, etc. Therefore, early game harvester raids actually would give a good boost. Besides, if you can deal good damage to a tank as an infantry (excluding ramjet vs art and etc), you kinda deserve some additional points and cash. This would also bring rocket soldier officers a bit more into the mix, rather than being practically useless units as they were before.

And once more, post ideas here, not bitch about pointsfix.

I don't think it needs fixing. If you join a game with 5 minutes left and your ref is dead, you don't deserve to have any credits.

That said, I wouldn't be against some kind of built-in donate command, especially if official ladder settings are at 0 starting credits.

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