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Subject: Re: Renegade X - 0.40 Launch!

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 16 Nov 2009 23:06:21 GMT

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EvilWhiteDragon wrote on Mon, 16 November 2009 15:15[NEFobby[GEN] wrote on Mon, 16 November 2009 21:04]Quote:

But then again, as long as you don't implement pointsfix in Renegade-X, the complete economy will be broken anyway because one can gain 100's of credits by shooting a vehicle without damaging it.

This kind of proves that you don't play Renegade X. We implement a system very similar to pointsfix. If you didn't know that, then how could you make such detailed statements as to how our mod sucks?

Because you claimed that you would implement the bugged system. Probably to get good PR with at the time the pointfix was (again) under discussion.

Do you really think I pay attention to those discussions? I've never posted in any of them, especially not as we were preparing for the mod's release (I was busy for obvious reasons). I barely even visit non-General Discussion boards here.

The mod simply changed its position on the issue after an internal discussion about it.

I love how you guys picture us as these evil masterminds, overlooking everything, slaying community members at night in the goal to kill Renegade forever. It's a fucking gameplay element that won't effect anyone who doesn't play it.

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