
Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [GEORGE ZIMMER](#) on Fri, 18 Dec 2009 23:21:12 GMT
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HaTe wrote on Fri, 18 December 2009 16:40

Obviously i meant light infantry, the ones getting the points discussed in the pointsfix. If you read my next point, you'd see that this logic is retarded. Light infantry are not meant to be used against tanks. If they were, they would do damage to them.

HaTe wrote on Fri, 18 December 2009 16:40

But if they need to be, for credits, they can be useful.
Or they can help clear out infantry in tunnels. You know, being anti-infantry. Which is their purpose.

HaTe wrote on Fri, 18 December 2009 16:40Also, for defense, a tank is shooting at you on under, you obviously have no chance of killing it if you are say, a soldier vs a med tank @ full life. The least the soldier can do is get points for defending himself.
Because clearly there's no such thing as other infantry. Yep, no such thing as grenadiers, flamethrowers, etc. ONLY light infantry. You clearly can't defend with anything else by running to a PT, right?

HaTe wrote on Fri, 18 December 2009 16:40Insulting a person over the internet give a little eboner eh? Okay then.

Admittedly, that was a little out of line, but hot damn I don't see why you can't understand a simple concept of anti infantry are meant to kill infantry, anti tank are meant to kill tanks. Anti infantry SHOULD NOT get a shitton of points for dealing no damage.

HaTe wrote on Fri, 18 December 2009 16:40Once again, it's a credit issue, if you do not have credits, and no ref, GUESS WHAT!?! You shoot tanks with light infantry, that's how it is done, Yes, that's how it's done, but that doesn't mean it's HOW IT SHOULD BE DONE. Back in the day it was acceptable to have blacks be slaves, because that's how it was done. Does that mean we should still have slaves? No, shit changes, and in this case, for the better. Boohoo, you have to change your tactics a little. But this way, it's way more logical and intended rather than using a stupid bug.

HaTe wrote on Fri, 18 December 2009 16:40it will be much harder to gain credits with the "pointsfix" in.

Bullshit. I've gained plenty of credits WITHOUT abusing the pointsbug in games MANY times. How? By doing USEFUL things like repairing, being in tanks, getting anti-tank infantry, etc.

HaTe wrote on Fri, 18 December 2009 16:40"Sigh" at people attacking me, when i have already said i see both sides, really shows who is on the more defensive side here, with all of my opinions, some for, some against, i am yet to get flamed by an anti - pointsfix person...why so defensive? For one, I'm arguing your anti-pointsfix points. Whether you're for both is irrelevant (actually it's not because being for both is like being a nazi and a jew; you can't be both). I'm simply arguing against your points because 1: The anti-pointsfix crowd uses some of the (faulty) logic you've been using, and 2: what you're saying for anti-pointsfix generally is retarded.

Also, it's probably because you haven't posted much pro-pointsfix stuff... the anti-pointsfix crowd is more likely to jump on Spooky before anyone else (as they instantly did in this topic), so yeah. They tend to ignore most others.

HaTe wrote on Fri, 18 December 2009 16:40The bold words really contradict yourself...except points and money? Isn't that what the whole issue is about, getting points and money? I suppose I should have worded that better. What I meant was, they're doing nothing NORMALLY worthwhile. Outside of getting points and money for doing NOTHING EXCEPT THAT, they're doing... nothing, lol. Plus, it's bug abuse... plain and simple. Once again, it IS a bug. And abusing that to get points is not only wrong, but is retarded as hell.

HaTe wrote on Fri, 18 December 2009 16:40It is not unfair at all, as both teams can do it, and both get credits and points for doing so.

True, except that not everyone even knows about it still. I'd rather fix the issue than go on some campaign telling every single Renegade player how to abuse the pointsbug. It's like if in Tiberian Sun, the only way to use Ghost Stalker would be to build 5 Carryalls. They're almost entirely unrelated to eachother, and not everyone would know about it. Sure, you may stumble across it by accident, but generally speaking, you wouldn't even notice it otherwise. Hell, even then, the pointsbug is harder to figure out how to get it to work than my example.

And before you go "LOL SEE SO ITS NOT EASY TO FIGURE OUT BLAHBLAHBLAH" or whatever, that's WORSE. A better example would be the only way to make credits in the original C&C would be to have to put in some random combination of letters together or some bullshit. It's fucking unnecessary, and only works for people who know about it, giving them an advantage over those who don't, and a false sense of superiority so they can claim they're pros.

HaTe wrote on Fri, 18 December 2009 16:40It isn't a balance issue, I guess we should give Havoc and Sakura ramjet rifles that insta-kill everything in one shot. Both can use it, so its balanced!1111.

HaTe wrote on Fri, 18 December 2009 16:40it's just that people can't stand that other people get points and mvp's for shooting tanks with infantry, while they are doing something "worthwhile" by being in a tank. But isn't getting points for your team still "worthwhile" if the game ends by time limit?

I guess the government should make the only way to gain money IRL would be to chew on skunks. But they wouldn't tell you about it; you'd have to figure it out on your own. They still gain money, so it's definitely totally fine and needs no discussion, right?

HaTe wrote on Fri, 18 December 2009 16:40You have never played with me, assuming i suck just on my renegade beliefs is rather...judgmental, no? I happen to be a pretty good player, thanks. Then why not use anti-tank infantry for their purpose to gain points rather than rely on a retarded bug to get points/money?

HaTe wrote on Fri, 18 December 2009 16:40 Apparently, if they win, they are better, no matter how they do so. Ped wins are still in many servers, it takes no extra skill to ped nuke/ion to win, why not argue this case?

A game bug you say? I'm pretty sure if this was indeed a "bug" it'd be fixed WELL before this, or do you think that everyone has overlooked this? In that case, you are mistaken.

And if they put in my example of insta-kill Havocs and Sakura, any team that wins using them is totally fine, right? Nope, no balance issues whatsoever.

also, that logic of "If it's a bug, why wasn't it fixed before???" is utterly retarded as well... I shouldn't have to explain why.

HaTe wrote on Fri, 18 December 2009 16:40 Who says you have to do it all game? Is there a rule I'm missing? If you can't get by light infantry with heavy tanks to win the game, then you don't deserve to win.

For one, light inf don't give off near the points. They give like, 2 or something. Two, even if they die ALOT, they're getting WAY more points than the tanks are (see point 1). And then you have engineers sitting inside camping the MCT, getting additional points and ensuring that the team doesn't lose by base destruction. Then you still have the fact that the defending team can STILL TAKE OUT ENEMY TANKS just as they would with the pointsfix. So after they pointwhore the enemy's tanks, they can then take out some grenadiers or the like and kill the enemy tanks. If the assault fails, the defending team gets WAY MORE POINTS THAN NECESSARY.

That's just one example, of course. There's still the fact that even in field fights, a team that's starting to lose just has to have their vehicles die (or just not use them altogether), run out with some infantry, gain some easy points and money, and bam, they have more tanks than the offensive team. It's this kinda bullshit that messes with the balance.

Oh, and if you don't think the fact that the mammoth with pointsbug is practically useless because of how many points it gives off isn't a balance issue, you're DEFINITELY lacking some brain cells.

HaTe wrote on Fri, 18 December 2009 16:40 Get off his wood, along with all the other high authorities on the forums, it's pathetic mate.

hilarious. No, wait, immature and retarded is what I meant to say.

HaTe wrote on Fri, 18 December 2009 16:40 Sad part is, I wasn't arguing, i was stating my point, before blatantly being attacked, defending myself is so BAD, isn't it?

You were arguing against pointsfix AFAIK. Besides, stating your point invites arguing, deal with it.

HaTe wrote on Fri, 18 December 2009 16:40 I tried Spooky's way, it is effective, is it not? I am mocking him by doing so, and mocking you, do i win a cookie?

Except Spooky usually has some facts and logic when he does the multiquote business

QUICK, reply and insult me, before anyone joins in on my side, god knows you all have nothing better to do.

[/quote]

sure thing
