
Subject: Re: Pointsfix debate - cleared - I plaid guilty :(
Posted by [kadoosh](#) on Sat, 19 Dec 2009 04:47:02 GMT
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Spoony wrote on Fri, 18 December 2009 23:26kadoosh wrote on Fri, 18 December 2009 22:12Honestly the Renegade Points system sucks with or without the points fix... I've noticed a trend forming in newer games, Points go on the kill, not on the individual damage(aside from Kill Damage Assists).

Ex:

Kill = 2pts
Kill Assist = 1pt

Vehicle Kill = 2pts
Vehicle Kill Assist = 1

Kill Assists = person who does the most support damage.
If I shoot someone/something and it get's repaired my damage is negated.

Repairing is rewarded based on how much damage you repair. Say for every 250pts of damage = 1pt (would have to be tweaked to work in renegade)

Building Kills = no idea how many points this should be worth.

not
kill = 100pts
damage before kill = 10,000pts spread out amongst 5 other players (yes that's wish full thinking)

I understand that this is much harder than just using the released points system, or the modified/corrected points system.

I do admire the passion of the people still putting an effort into this game. Hopefully it works out.

here are the facts.

with the original points and economy system (aka pointsfix):
the total points gained for killing a unit is 10% of the unit's cost, give or take a point for rounding up/down. so 80 for a med, 50 for an APC, 35 for a hotwire etc etc etc.

half of that amount is gained by damaging the unit to very-nearly-dead. the other half is awarded on the actual kill.

with buildings it's roughly the same principle. 750 points overall for killing a building, 250 of which is the final kill bonus.

eg it takes five remotes to kill a building. say you had five remotes and you used them one after another. you'd get 100, then 100, then 100, then 100, then 350 (100+250)

points for repairing: half the points the enemy got doing the damage in the first place.

without the pointsfix, the points gained against green-health tanks is all over the place.

If all that was directed at my (wish full thinking) comment, then ... what ever you say. It makes no difference as the points system I mentioned above would never be adopted by the Ren community, so there's no point really discussing it any farther. I just thought I throw it out there as a comparison as to what games are using now.

I still believe the Renegade Points system sucks ass With or Without the bug fix. Played it with both, hated it with both, though it is better with it.
