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Subject: Re: Pointsfix debate - cleared - I plead guilty :(

Posted by [Spoony](#) on Mon, 21 Dec 2009 10:01:55 GMT

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Crimson wrote on Mon, 21 December 2009 02:131) this was, in fact, a bug and not intended by Westwood developers

2) Improves gameplay by removing nonsense tactics

3) Results in the correct winner of a match decided by points, as categorized by more "field" presence, map control, aggression, buildings damaged/destroyed

4) Gives a better newbie experience because they aren't berated for seemingly proper activities such as repairing a building or saving up and buying the most expensive tank

i'd like to elaborate on 4. there's a much better reason why the original renegade points system is a "better newbie experience" than the modification known as the "point bug". people are aware of it but they're looking at it upside down.

people say they have to "adapt" to the pointsfix. no, they had to adapt to the point bug in the first place. i think i'm a pretty careful and thoughtful player with a good grasp of the game, and yet i'd been playing maybe a year before i knew about the ramjet bullshit.

if the points bug never existed, then everyone would get used to the points system very very easily, because it's perfectly simple and makes sense... the more damage you do against more important targets, the more points you get. instead people have had to pick up on all the ridiculous small print about snipers, auto rifles, APCs, orca machineguns, letting the WF die etc etc etc...

people like hate are complaining about having to "adapt". no, you've just got to "unadapt", unlearn all the amazingly stupid bad habits that the points bug taught you, which is A LOT easier than learning them all in the first place.

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