Subject: Here's a bug that could stand to be fixed.
Posted by Deathgod on Thu, 03 Jun 2004 17:32:40 GMT
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Nod Rocket Officers don't give you points when you shoot them, only when you kill them. You get 11.25 points for killing one and 0 for shooting them, unlike the rest of the characters in the game. The GDI Rocket Officer, for example, grants 0.050 points per point of damage inflicted to him and 11.25 points on death.

Subject: Here's a bug that could stand to be fixed.
Posted by ViperFUD on Thu, 03 Jun 2004 17:35:44 GMT
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watchout, or spoonyrat will post a video of him shooting a rocket soldier, get no points for the hits, just the death, and then say "see, i got points for killing him! FUD doesn't know anything!"

some people are only alive because God has a cruel sense of humor.

Subject: Here's a bug that could stand to be fixed.
Posted by spoonyrat on Thu, 03 Jun 2004 17:50:21 GMT
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I see no reason to correct FUD on this matter, since THIS one is probably true

Subject: Here's a bug that could stand to be fixed.
Posted by Phoenix - Aeon on Thu, 03 Jun 2004 19:22:12 GMT
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Hmmm, that sounds suspisiously like trolling to me. Anywho's, never noticed that bug, but now that I know of it I'd have to agree.

Subject: Here's a bug that could stand to be fixed.
Posted by Aircraftkiller on Thu, 03 Jun 2004 19:59:29 GMT
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It's so negligible that it barely matters. The points and credits you recieve from an Officer would be 1-5, at most.

Subject: Here's a bug that could stand to be fixed.
Posted by Majiin Vegeta on Thu, 03 Jun 2004 20:14:14 GMT

AircraftkillerIt's so negligible that it barely matters. The points and credits you recieve from an Officer would be 1-5, at most.

its these points that could help win a game

Subject: Here's a bug that could stand to be fixed.
Posted by OnfireUK on Thu, 03 Jun 2004 21:23:07 GMT

Majiin VegetaAircraftkillerIt's so negligible that it barely matters. The points and credits you recieve from an Officer would be 1-5, at most.

its these points that could help win a game

The chances of having a game where you get a few shots on an officer and that affects the outcome of the game by a few points is very low..

But all the same, if its an easy fix, why not ?

Subject: Here's a bug that could stand to be fixed.
Posted by YSLMuffins on Thu, 03 Jun 2004 22:12:38 GMT

I once decided the game in my favor with a last second kill of a havoc in the tunnels on field. I swear, it was probably the VERY last second and there was probably a 50 point difference (however much a havoc kill gives you in points) as well as the action going on in the field.

Subject: Here's a bug that could stand to be fixed.
Posted by OnfireUK on Thu, 03 Jun 2004 23:41:37 GMT

Yeah thats 50 points, we're talking aboout five here

Subject: Here's a bug that could stand to be fixed.
Posted by Sanada78 on Thu, 03 Jun 2004 23:44:09 GMT

I'd say still fix this, but make it least priority. I can't see it really making much difference. GDI still win most of the time regardless of this problem.

Subject: Here's a bug that could stand to be fixed.
Posted by xptek_disabled on Thu, 03 Jun 2004 23:44:40 GMT
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dethnfireYeah thats 50 points, we're talking aboout five here

Would you rather not fix it?

Subject: Here's a bug that could stand to be fixed.
Posted by OnfireUK on Fri, 04 Jun 2004 00:12:39 GMT
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dethnfire
But all the same, if its an easy fix, why not ?

@ Xptek :rolleyes:

Subject: Here's a bug that could stand to be fixed.
Posted by xptek_disabled on Fri, 04 Jun 2004 00:13:51 GMT
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Then stop bitching.

Subject: Here's a bug that could stand to be fixed.
Posted by Deathgod on Fri, 04 Jun 2004 03:16:07 GMT
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You'd get another 12.5 points if you corrected it. It's minor but still something that should be addressed, because it's one more advantage for GDI.

Subject: Here's a bug that could stand to be fixed.
Posted by Aircraftkiller on Fri, 04 Jun 2004 04:30:19 GMT
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Compared to all the advantages that Nod has...

Subject: Here's a bug that could stand to be fixed.
Posted by IRON FART on Fri, 04 Jun 2004 05:41:48 GMT
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1. I have won a game by 2 points before

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2. It's such a minor detail..........

Subject: Here's a bug that could stand to be fixed.
Posted by spoonyrat on Fri, 04 Jun 2004 18:01:13 GMT
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I have won a clan game by exactly 1 point, and it was against quite possibly the best 2v2 team in the world. We were about fifty points behind with a few seconds to go (map = field) and we won by rocketting the barracks, one of our rocket soldiers was killed. We would've lost if not for this bug

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Subject: Here's a bug that could stand to be fixed.
Posted by Rex on Sat, 05 Jun 2004 13:36:55 GMT
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OMG...
You guys are discussing wheter to fix or not to fix a bug...
How long would it take to fix it? 5 min???

Our main goal is to get a "better" game, right?
I can't see why you guys are whining then....

- Rex

PS: And please don't come with the shit like: 'It's a minor bug, so we shouldn't address it' or 'GDI has enough advantages already', cos I don't care. It's a bug and bugs need fixes.

Subject: Here's a bug that could stand to be fixed.
Posted by Blazer on Sat, 05 Jun 2004 23:44:19 GMT
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If we had the source code or even just access to the westwood.com updater, we would fix this, but otherwise, a fix like that involves changing the presets of the game, which cannot easily be changed, and best not done unless it can be done for *everyone*.

Subject: Here's a bug that could stand to be fixed.
Posted by cowmisfit on Sun, 06 Jun 2004 00:15:53 GMT
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AircraftkillerIt's so negligible that it barely matters. The points and credits you recieve from an Officer would be 1-5, at most.

If lets say everyone on the team kills 1 rocket soilder during the game and there are 16 people on the team, thats 80 points, and probebly snipers woudl pick off at least 5 or 6 rockets each if there worth a crap on maps like complex, i know i do, so it could change the outcome to the game, i've seen games were it was that close.

Subject: Here's a bug that could stand to be fixed.
Posted by mahkra on Mon, 07 Jun 2004 16:35:24 GMT
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Blazerbest not done unless it can be done for *everyone*.

lol that's basically the same thing I said to Crimson when I told her I thought it was irresponsible to fix the pistol-coming-unloaded bug and things like that. I know they're minor, but it's not fair unless *everyone* has it (So I totally agree with you here Blazer; I just think it's funny that you can say something like this and people probably won't care, but if I say something like that then everyone attacks me and accuses me of not wanting the game improved, being a fag, or whatever else they can think of....)