
Subject: Points fix topic

Posted by [Jellybe4n](#) on Mon, 21 Jul 2008 21:26:38 GMT

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Why have you closed it? We were getting somewhere, we had several viable options in there that I had put to our community.

I was waiting for EWD to come back so we could discuss more the suggestion Spooky made, he is the balance co-ordinator, and he was happy with it, we were more than happy with it, delighted is more apt.

That's what we'd like to go with, and I want to discuss it further.

Subject: Re: Points fix topic

Posted by [Jamie or NuneGa](#) on Mon, 21 Jul 2008 23:39:29 GMT

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tbh I stopped caring about points fix... if implementing point fix will get the patch out faster then implement.

Subject: Re: Points fix topic

Posted by [liquidv2](#) on Tue, 22 Jul 2008 03:15:31 GMT

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Quote:IT DOES NOT MAKE SENSE, really, as you can still "win" a game with doing no damage to attacking vehicles. I mean, soldier & engi VS tank, engi doing more damage with C4 (thus with this idea, getting more points) soldier, being utterly useless against tanks, gets fewer points BUT GETS MORE CREDITS TO DO OTHER USELESS STUFF LIKE SBH WHORING....

you completely misunderstood me

i'm saying it makes sense because the people arguing that the points are all off will be satisfied and the people who felt not enough credits were gained can be happy; it makes sense

Quote:Something that would make sense:

Changing the point credits ratio. This way, if you deal 100 damage to a med with a remote, you'll get 10 points, but for example 100 credits.

so 10 credits per point earned? that sounds off to me; your artillery has to hit a building two times to earn a little over credits

i'm liking the compromise idea that was raised

Subject: Re: Points fix topic

Posted by [Ghostshaw](#) on Tue, 22 Jul 2008 06:40:40 GMT

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Hence the reason I suggested making credit/point ratio per group. SO for example to solve this problem we would increase the amounts of credits infantry would get for shooting vehicles and other infantry. The amount of credits given for shooting buildings and for vehicles shooting stuff could stay the same as it is now.

Subject: Re: Points fix topic

Posted by [Goztow](#) on Tue, 22 Jul 2008 06:47:44 GMT

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I think I can just quote myself:

Quote:7 pages of the same arguments is enough. I'll close this topic here and if someone has valid arguments to re-open it, then PM me.

You could have PM'ed me instead of starting this topic, but oh well. I reopened it, as you guys don't seem to get enough of that discussion. I'll lock this one then so you can continue in the big topic again.
