Subject: donate command
Posted by WNxCABAL on Sun, 25 Jul 2004 11:05:04 GMT

Yeah, this would be an excellent idea.
If somebody on GDI chooses to give somebody on the opposite team credits, thats their choice, because at the end of the day, their loosing credits and giving the enemy team extra chances to buy a deadly weapon(s) and will result in them loosing.

Also, this will change strategies in like Clanwars, as 1 member on the team might have "6000" creds & another might have "50" creds. And if the ref is down, its going to make the player with "50" creds harder to building up the creds. So if the player with "6000" creds was to give something like "2000" to the "50" creds player, both these players can both buy stealth tanks or meds (or something else) to rush the enemy base. This also shows more Teamwork that can be used.

I'd say this would be one of the best features renegade could ever have.

Andy.