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Subject: donate command

Posted by [zunnie](#) on Tue, 24 Aug 2004 06:41:49 GMT

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Yes and setting the Starting Credits = 0 is also not possible

And Team Remix is on btw so skilled players will be divided over Nod and GDI

Idea: Make !donate unavailable the first 10 minutes of a game maybe this is possible?

Or disable it throughout the whole game but once the Refinery is destroyed, then 10 mins after this !donate is available.

Maybe put a limit on donations say you can donate a max of 100\$ a time, and you can use the !donate command only 10 times during the whole game.

If possible: Put this in the server2.ini options or in brenbot.cfg so that server owners can set their own rules for donating.

EnableDonate=true ; Set donate on

MaxDonate=100 ; Set max ammount for donations

MaxTurns:10 ; Set max ammount of times a player can donate during one game

RefineryDependent=true ; Donate is only available when Ref is dead, and only after <Timer> minutes

Timer=5 (minutes) ; Set timeout how long it lasts before donate will be available

Interval=1 (minute(s)) ; Set timeout between donations.

[/edit]

[zunnie]

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