Subject: The donate function
Posted by Protoberance on Thu, 30 Dec 2004 22:45:09 GMT
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Hi,
first of all , please dont get me wrong i like this function. But i dislike the way it is beeing used at
the moment. I dont know what the intended use of it is but i try to explain what i mean. At the very
early start of each map players are donating each other credits so that someone can purchase an
apc and rush the enemy. Ok this is a nice tactic but it kills some sides of the game a lot of us and
the other players love. The fight for the harvester in the early state of each round is very critical
and the team that wins the fight (by destroying the enemy harvester while keeping the own harv.
alive) has a lot of better chances of winning the round. With the donate function players dont
need to wait for the harvester to return from the field and dont need to worry if its beeing
destroyed or not.
Can you add a timer for 5 minutes or so that blocks this command ?