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Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [flyingfox](#) on Tue, 29 Mar 2005 19:04:51 GMT

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The idea of destroying the refinery first doesn't sound bad. I don't think it would be misbalanced because if each person was just donating to each other, they would only be transferring team funds to one another without gaining more themselves. So in essence you would still be depriving the other team of cash, they would just be bundling it up with other people to afford things. After that they would have to earn more money themselves.

An easy way to sort out the donate confusion might be to add some sort of !donatehelp command that people could use, and in it you would have a message come up with what you have set things to so far (not a read from your settings file, something you write in yourself). So you might say "donate works when the refinery is dead, you can only donate 5 minutes into the game, etc" and that would clear up the confusion.

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