
Subject: Re: An opinion piece - Donating
Posted by [StealthEye](#) on Fri, 08 Jun 2007 10:04:42 GMT
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The crate isn't always counterable, for example on city it may spawn so much closer to one base than another, so one team obviously will be first.

"Westwood did not intend it". There is partial netcode for it, and don't say that's "because it wasn't a good idea", because there are a lot of other things cancelled as well (like other game modes etc.) I don't know, it could ofcourse be the case, but I don't think there is any reason to assume it was not implemented on purpose, nor the other way around. Renegade was quite unfinished in some aspects, this might be one.

Even if the other team stays in base and types this line of text, as you describe it. Then the other team probably kills their harvester/gets more points&credits out of attacking structures, and as a result will have (by donating or not) more credits.

The "which of the five" questions are a but useless, I could ask other of these questions matching other options. (Like: Which of the five are (atleast a bit) influenced by luck -> Money crates).

Donating can be done by both teams, it doesn't unbalance anything, nor it balances it.

Apart from all these, I prefer to have donating on in public games, but in clan/comm wars I agree that donating should be disabled.
