

---

Subject: Re: Ideas to help newcomers/people joining a server mid-game

Posted by [GEORGE ZIMMER](#) on Tue, 06 Oct 2009 22:44:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dover wrote on Tue, 06 October 2009 18:27

If nobody is interested, then teamwork is obviously not very high and that team deserves to lose. If one team repairs their tanks and the other does not, the team that does repair will win, and will be rewarded for it. I don't see anything wrong with the situation.

True, but teamwork itself should be rewarded all around, not just to one guy. It'd be like if the Medic no longer got points in TF2. Almost NO ONE would play the Medic.

Dover wrote on Tue, 06 October 2009 18:27 They aren't being punished. They simply aren't being rewarded just because they weren't there for something. And I don't see how that fucks the team into the ground even more, since after the player leaves they would be in the exact same situation that they were in before he joined.

They actually are, as they're now locked out from a large majority of things just because they weren't there. While I agree they shouldn't be rewarded, I'm not suggesting this either. The options that could help if you lack a building would be there even if you did have the buildings.

And perhaps "fucking the team into the ground even more" isn't the best choice of words, but it certainly doesn't help them when they desperately need it.

Dover wrote on Tue, 06 October 2009 18:27 I'd support making a better Multiplayer Practice, if that would be a good enough tutorial.

That'd be nice, but I'd like to see Multiplayer Practice eventually turn into a skirmish mode (pretty sure they planned this anyway). But a tutorial would be nice, too.

Dover wrote on Tue, 06 October 2009 18:27 This I disagree with. Building destruction should not be softened at all. We already have silly stupid tactics where people let buildings die intentionally on some maps. If anything, the penalty for a destroyed building needs to be increased (Perhaps stopping the PTs in that building from working, or something).

It shouldn't be softened ALOT, yeah, but the sheer fact that you lose major credit income, vehicles, or barracks should be enough of a drawback. No reason why you can't atleast have somewhat of a fighting chance.

Also, said tactics are usually only applicable to un-pointsfix'd servers.

Dover wrote on Tue, 06 October 2009 18:27 I'm suggesting the donate be incorporated into "pure" Renegade. I'm hard-pressed to think of one major server that doesn't offer it anyway.

I know that, but I mean a new option that would be called "Pure mode" which would disallow various functions (Starting credits above 0, donate, etc). Either that, or just a simple option to disable specific things (donate ability if it's put in, etc).

Dover wrote on Tue, 06 October 2009 18:27 I wouldn't say the differences are so vast as to invalidate my point.

Actually the differences are quite vast. For one, APB doesn't have alot of engineers running

around repairing vehicles last I checked. Infact, engineers/technicians were almost exclusively for repairing buildings. So, vehicle combat was usually strictly vehicles. Which is cool in its own right, but that logic doesn't much carry over to Renegade, nor should it.

There's alot more differences between APB and Renegade, but just tell Chronojam APB is too much like Renegade and you'll get a 10 page paragraph listing the differences (with a couple dedicated to calling you a douche).

---