
Subject: Re: Cheaper units on the stock maps
Posted by [Spoony](#) on Sun, 08 Jan 2012 20:32:39 GMT
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iRANian wrote on Sun, 08 January 2012 13:11 What cost changes do you want and on what maps?

maps that will be used in clanwars:

Field, City Flying, Walls Flying, Islands, Canyon, Complex, Volcano, Mesa, Under, Walls.

essentially all the stock maps except cityground, hourglass, and glacierfly.

prices (same for all maps)

GDI/Nod Officer: 50

Tib Sydney: 50

Rocket Officer: 150

Patch: 200

Laser Chaingunner: 250

Deadeye/Black Hand sniper: 400

Mobius/Mendoza: 600

Raveshaw/PIC: 800

Havoc/Sakura: 800

unchanged: gunner, chem warrior, sbh, hotwire/tech.

Quote:For the remote screenshot plugin, what do you want it to do? I'm gonna guess upload remote screenshots of all players every X seconds and when a player types a a specific command?

well... is an upload likely to have any detrimental effect on the subject player's FPS or ping? i guess we can test that.

i'm just finding out how much space i've got for screenshots at clanwars.

Quote:Here's the match resetting plugin, it will automatically reset the match after 120 second have expired and it will announce the time remaining until the automatic resetting. After every player has typed !ready it will reset the match, if it happens before the auto-reset. Players can't move until the map has reset. Once the map is reset every player and harvester will get killed, and every player's deaths/kills/score/credits will be set to zero. The map timer will also reset.

I'm looking for a more descriptive name than "Match Reset Plugin". Any suggestions? Tell me if you want to have anything changed.

that's great, thanks. as for the name... "Starter Pistol plugin"?
