
Subject: Re: Jelly

Posted by [iRANian](#) on Mon, 14 Sep 2015 12:23:18 GMT

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liquidv2 wrote on Sat, 12 September 2015 17:35 Why did you never host a server Iran
It would have been interesting to see how it looked when all was said and done

IranServ

1. Euro based
2. Pointmod on?
3. How would crates have been done? Game-changing ones only after the first 5 minutes? The reason Jelly never got more strict on that is because it's public and it kept things interesting on those odd occasions where it happened

Another few things Jelly always allowed were clearscope, Spongebob c4, and building bar HUDs because it's a public server, not a private league thing like clanwars was
I remember TD and Mike both got irritated about those and wanted to disallow them, but that was the competitive spirit within them colliding with the short bus aura of public Renegade players

4. Vehicles modded in any way? Maybe up the splash/damage for MRLS and lower the splash for arties? Or use HaTe's suggestion and make arties fire a little slower?
5. Light base defenses on rush maps to lessen the chance of toddler rushes working?
6. Time limit? Player limit? Use fan maps?
7. ...?
8. Profit

u know i hate pointsmo lol. I'd just disable the custom crates completely, but no one likes that so I would just use regular crates for 5 minutes (alreaddy made something to do that a few years back).

yeah clearscope, spongebob c4 and building bar are major cheats. huge difference playing with and without. It's pretty much impossible to miss c4 with spongebob, clearscope gives you two times more vision scoped and building bars show...building bars the whole time

I'd higher splash on mrls instead of lowering splash on artillery, on xperts server with less arty splash things were pretty gay and in marathon it would stalemate things so much and become boring. The heavy splash MRLS was fucking hilarious when we tried it.

Light defenses on rush maps, rebuyable or with 5x time more health. I'd also increase light and med tank damage by 8-10 points, pretty ridiculous how light tank does about as much damage as a tech can repair.

no time limit and player limit about 40-50.
