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Subject: donate command

Posted by [Battousai](#) on Sun, 25 Jul 2004 07:12:04 GMT

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I while ago I played a game on some server where you could donate money to other people on your team or vice versa.

I was wondering if this could be included in the core patch? I believe this command promotes teamwork and I can't really think of any downside to it.

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Subject: donate command

Posted by [Nightma12](#) on Sun, 25 Jul 2004 07:58:39 GMT

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a n00b could give the enemy money

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Subject: donate command

Posted by [WNxCABAL](#) on Sun, 25 Jul 2004 11:05:04 GMT

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Yeah, this would be an excellent idea.

If somebody on GDI chooses to give somebody on the opposite team credits, thats their choice, because at the end of the day, their loosing credits and giving the enemy team extra chances to buy a deadly weapon(s) and will result in them loosing.

Also, this will change strategies in like Clanwars, as 1 member on the team might have "6000" creds & another might have "50" creds. And if the ref is down, its going to make the player with "50" creds harder to building up the creds. So if the player with "6000" creds was to give something like "2000" to the "50" creds player, both these players can both buy stealth tanks or meds (or something else) to rush the enemy base. This also shows more Teamwork that can be used.

I'd say this would be one of the best features renegade could ever have.

Andy.

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Subject: donate command

Posted by [Jaspah](#) on Sun, 25 Jul 2004 11:45:33 GMT

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\_TFWxANDY\_ Yeah, this would be an excellent idea.

If somebody on GDI chooses to give somebody on the opposite team credits, thats their choice, because at the end of the day, their loosing credits and giving the enemy team extra chances to buy a deadly weapon(s) and will result in them loosing.

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The only downside would be n00bs. Using the money the harvester brings in and giving it to the opposite team.

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Subject: donate command  
Posted by [mahkra](#) on Sun, 25 Jul 2004 12:00:31 GMT  
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I think it would be possible to implement it so that you could only donate to members of your own team.

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Subject: donate command  
Posted by [jonwil](#) on Sun, 25 Jul 2004 12:03:38 GMT  
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it would be possible to implement for only your team.  
In fact, implementing a Donate console command would probably be simple enough for anyone who can add new console commands.

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Subject: donate command  
Posted by [WNxCABAL](#) on Sun, 25 Jul 2004 12:33:05 GMT  
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do you think we might see this feature in the BH Core 1 thingy?

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Subject: donate command  
Posted by [Majiin Vegeta](#) on Sun, 25 Jul 2004 13:07:58 GMT  
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if you could donate to the other team i could use my other computer to get double credits whith both on the same server ^\_^

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Subject: donate command  
Posted by [WNxCABAL](#) on Sun, 25 Jul 2004 20:09:16 GMT  
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LOL, now thats defeating the object

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Subject: donate command  
Posted by [Dan](#) on Sun, 25 Jul 2004 20:46:40 GMT  
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Why not just make it so that you can only donate to other teammembers?

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Subject: donate command  
Posted by [WNxCABAL](#) on Sun, 25 Jul 2004 21:49:51 GMT  
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jonwilit would be possible to implement for only your team.  
In fact, implementing a Donate console command would probably be simple enough for anyone who can add new console commands.

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Subject: donate command  
Posted by [Dan](#) on Sun, 25 Jul 2004 22:13:40 GMT  
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Thats what I was refering to.

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Subject: donate command  
Posted by [WNxCABAL](#) on Mon, 26 Jul 2004 16:50:10 GMT  
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I "think" they will make it team donation only if they think logically about this.

---

Subject: Re: donate command  
Posted by [genetix](#) on Mon, 26 Jul 2004 18:19:31 GMT  
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Battousail while ago I played a game on some server where you could donate money to other people on your team or vice versa.

I was wondering if this could be included in the core patch? I believe this command promotes teamwork and I can't really think of any downside to it.

I'm not sure if your aware of this but that server you were playing in must have been Black-Cell. They already have this script finished and its only for team based donations. It works good and is proven possible.

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Subject: donate command  
Posted by [IceSword7](#) on Mon, 26 Jul 2004 22:44:01 GMT  
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I think its a great idea, both team and enemy donate. How fun would it be to add insult to injurie by giving the enemy snipe that you just owned money to buy a new sniper only to shoot him in the face as soon as he sticks his head out.

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Subject: donate command  
Posted by [Uberfah](#) on Wed, 28 Jul 2004 11:12:27 GMT  
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you could donate 1500 credits to a noob who buys a mammoth tank which your team kills immediately

no, joking. good idea!

---

Subject: donate command  
Posted by [HolyD3vil](#) on Thu, 05 Aug 2004 05:03:07 GMT  
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---

Good idea, I seen people doing it in our server and wouldn't what the heck they were doing, but they said it works on usa servers so why not here.

I think you should incorporate it so that you can donate to team players alone.

---

Subject: donate command  
Posted by [mac](#) on Wed, 11 Aug 2004 16:45:22 GMT  
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A donate command has been added to CP1.

Support will be added to brenbot 1.36.

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Subject: donate command  
Posted by [Battousai](#) on Sat, 14 Aug 2004 02:55:10 GMT  
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Thanks for adding this feature... This will improve teamwork.

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Subject: donate command

Posted by [tarsonis9](#) on Mon, 23 Aug 2004 03:14:29 GMT

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I'm not putting down the donate command, I'm for it, but I can't help thinking that there will be people at the start of every match yelling:

NEED 500 FOR MED I GOOD GIVE MONY PLZ!!!!!!11

or, perhaps:

WE NEED TAEMWORK GIVE ME ALL UR MONEY I WILL WIN 4 US!

Just a thought.

---

Subject: donate command

Posted by [PermaGrin](#) on Mon, 23 Aug 2004 06:35:49 GMT

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^^ Most people have enough respect to ask.

---

Subject: donate command

Posted by [WNxCABAL](#) on Mon, 23 Aug 2004 10:53:06 GMT

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It was good on the WN server with the latest BRenBOT with the !donate command. At the start of the games we donated about 100 to detharmy8 for him to buy an APC and rush ASAP.

Those were good games, the 1337 feature!!!

---

Subject: donate command

Posted by [vloktboky](#) on Mon, 23 Aug 2004 11:27:47 GMT

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We've seen both scenarios played out on BCServ5 for the past few months now, and all we have to say about how it works in game is, "take the bad with the good."

---

Subject: donate command

Posted by [Gizbotvas](#) on Mon, 23 Aug 2004 20:44:10 GMT

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I was in a game that had the !donate command and I was greatly annoyed. I personally took out the enemy Refinery, but it was halfway through the game. The point-mongers had enough credits to supply their team with sbh nukers for the rest of the map.

When I take out an enemy Refinery, it is SUPPOSED to be an inconvenience, not an obstacle to bypass with cheap, whiny hand-outs never intended by game deisgners.

In my opinion this command is almost as bad as cheating. When you have no refinery, you have no income. If you want the ability to buy beacons and Sakuras for your teammates, then keep your Refinery and harvester alive. This bulls\*\*\* end-around to make gameplay easier belongs in unladdered, Gamespy games where extras and cheats run rampant.

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Subject: donate command

Posted by [Dethdeath](#) on Mon, 23 Aug 2004 21:36:39 GMT

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Like a week ago I was able to keep my whole team funded after we lost the PP and Ref on Under in a marathon game

We died a slow and boring death after that...

It may have a bad side, but the first minute rushes that it creates are just priceless. Maybe it just takes time to get used to.

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Subject: donate command

Posted by [falcon030](#) on Tue, 24 Aug 2004 02:49:06 GMT

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Gizbotvasl was in a game that had the !donate command and I was greatly annoyed. I personally took out the enemy Refinery, but it was halfway through the game. The point-mongers had enough credits to supply their team with sbh nukers for the rest of the map.

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How is donate almost as bad as cheating? Cheating ruins games and makes everything pointless. Donate however creates teamwork and lets people who have no credits get back into the game and be able to help their team do something. Why the hell shouldn't someone with extra credits be able to give them to someone else.

But oh yes, I can see how donate is almost as bad as cheating. :rolleyes:

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Subject: donate command

Posted by [Aircraftkiller](#) on Tue, 24 Aug 2004 04:30:13 GMT

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It equates to cheating because credit transferring was never an intended feature for multiplayer Renegade. The reasoning behind this logic was that people would not be punished for losing the Tiberium Refinery, or not defending the Tiberium Harvester.

It creates an imbalance, such as what was outlined above. Especially, in a 30 player server, you could have people using Stealth Tanks before they should be available. Mammoth Tanks used before they should be on the field.

The credit\point\damage system in Renegade is horrible, at best, but it does maintain early game balance by preventing high priced units from appearing on the battlefield.

In my opinion, if you want credits, go earn them. Attack the enemy base. Destroy their vehicles.

---

Subject: donate command

Posted by [Blazer](#) on Tue, 24 Aug 2004 06:11:32 GMT

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I'm inclined to agree. A team of experienced players could wreak havoc by pooling credits and doing an APC rush full of hotwires in the first 60 seconds. The other team wouldn't stand a chance...Unless they too were experienced and pooled their credits and bought mobius's etc to stop the incoming vehicles.

I have no desire to play in a game where the winning outcome is based on who rushed within the first 60 seconds, instead of strategy, skill, and teamwork (real teamwork not collecting money). If I want to play fast paced sudden death 30 second matches I will just play CounterStrike.

---

Subject: donate command

Posted by [zunnie](#) on Tue, 24 Aug 2004 06:41:49 GMT

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Yes and setting the Starting Credits = 0 is also not possible  
And Team Remix is on btw so skilled players will be divided over Nod and GDI

Idea: Make !donate unavailable the first 10 minutes of a game maybe this is possible?

Or disable it throughout the whole game but once the Refinery is destroyed, then 10 mins after this !donate is available.

Maybe put a limit on donations say you can donate a max of 100\$ a time, and you can use the !donate command only 10 times during the whole game.

If possible: Put this in the server2.ini options or in brenbot.cfg so that server owners can set their own rules for donating.

EnableDonate=true ; Set donate on  
MaxDonate=100 ; Set max ammount for donations  
MaxTurns:10 ; Set max ammount of times a player can donate during one game  
RefineryDependent=true ; Donate is only available when Ref is dead, and only after <Timer> minutes  
Timer=5 (minutes) ; Set timeout how long it lasts before donate will be available  
Interval=1 (minute(s)) ; Set timeout between donations.

[/edit]

[zunnie]

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Subject: donate command  
Posted by [PermaGrin](#) on Tue, 24 Aug 2004 07:27:32 GMT  
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BlazerI have no desire to play in a game where the winning outcome is based on who rushed within the first 60 seconds, instead of strategy, skill, and teamwork (real teamwork not collecting money).

BlazerA team of experienced players could wreak havoc by pooling credits and doing an APC rush full of hotwires in the first 60 seconds.

WTF? You want to win based on strategy, skill, and teamwork. Would not a team of experined (skill) players wreaking havoc by pooling credits and APC rushing (strategy and teamwork) within the first 60 seconds have?

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Subject: donate command  
Posted by [Vomancha](#) on Tue, 24 Aug 2004 13:45:15 GMT  
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---

I for one am all in favour of the !donate command. It adds a whole new dimension of strategy and teamwork to the game. You complain that the "pointwhores" can give money to their team mates and this was "unfair" because you destroyed your opposing team's refinery. Guess what, stop the pointwhores! If you allow a pointwhore to obtain creds for his team then more fool you for allowing them to do it and not pooling your resources to kill them.

Many a time I have encouraged my team to collectively pool cash for an early APC rush and yes the first few times it worked and I would try it 100% of the time. But it doesnt work on every map (field is a example of a map where it rarely works) and it doesnt work all the time. Yes at first it worked almost all the time, but now people are getting wise to it. Depending on my team and my opponents depends on whether I try the early rush or the defensive strategy. Tactics now plays as



much a role in a map than individual skill will. But this isnt the only teamwork it promotes. Very rarely does anyone ever offer to buy someone a tank. I've seen it probably less than 10 times. How many times have I seen "can i have 200 creds please to get a stank" or "can i get 150 creds to buy a sniper" and someone has immediately gone "!donate soandso 200". Thats what teamwork is about, helping other people out on your team. We've all joined a game with no Refinery and 100 starting creds. I personally find it boring having no credits to afford something worthwhile to help the team. Ok yes it was my team's fault for letting the refinery die but why not allow us to work as a team to turn around such a loss. Whenever I kill a building in Renegade I never think of it as a game winner whether it be the Power Plant, Barracks, Hand, Refinery or Airstrip. The game isnt over till its over. If you want to win then your team has to work for it. The !donate command supports teamwork and I'm all for it.

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Subject: donate command

Posted by [Deactivated](#) on Tue, 24 Aug 2004 15:26:15 GMT

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AircraftkillerIt equates to cheating because credit transferring was never an intended feature for multiplayer Renegade. The reasoning behind this logic was that people would not be punished for losing the Tiberium Refinery, or not defending the Tiberium Harvester.

Tell me then, why does "Donate" exist in the strings database?

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Subject: donate command

Posted by [falcon030](#) on Tue, 24 Aug 2004 19:38:00 GMT

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PermaGrinBlazerI have no desire to play in a game where the winning outcome is based on who rushed within the first 60 seconds, instead of strategy, skill, and teamwork (real teamwork not collecting money).

BlazerA team of experienced players could wreak havoc by pooling credits and doing an APC rush full of hotwires in the first 60 seconds.

WTF? You want to win based on strategy, skill, and teamwork. Would not a team of experined (skill) players wreaking havoc by pooling credits and APC rushing (strategy and teamwork) within the first 60 seconds have?

My thoughts exactly.

If a team can't work together to form a rush so be it. But if a team CAN work together and get their money straight and pull off a rush...they deserve to win.

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Subject: donate command

Posted by [Blazer](#) on Tue, 24 Aug 2004 21:47:30 GMT

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PermaGrinBlazerI have no desire to play in a game where the winning outcome is based on who rushed within the first 60 seconds, instead of strategy, skill, and teamwork (real teamwork not collecting money).

BlazerA team of experienced players could wreak havoc by pooling credits and doing an APC rush full of hotwires in the first 60 seconds.

WTF? You want to win based on strategy, skill, and teamwork. Would not a team of experined (skill) players wreaking havoc by pooling credits and APC rushing (strategy and teamwork) within the first 60 seconds have?

Because I don't want EVERY map to start like this:

1. Okay everyone pool all credits together!
2. Quick! Hurrrrryyy!
3. Oh wait who to donate them to? Who's getting the APC? Who is getting hotwires? I want the APC! No Me! Okay You..
4. Okay give them to you! HURRY OMG 30 SECONDS HAVE GONE BY ALLREADY!
5. OKAY NOW BUY AN APC! QUICK!
6. You 4 guys get hotwires NOW! NOW NOW NOW!
7. Okay now RUSH!
8. Oh shit we took too long...they are allready incoming with an APC full of Nod techs....DAMMIT!
9. \*GDI Weapons Factory destroyed\*
10. \*GDI Infantry barracks destroyed\*
11. Next minute is spent being rushed by SBH nukers, bought with the donated credits gleaned from the first rush.
12. Ref destroyed by beacons or another rush
- 13 Game over...gametime: <5mins.

Yeah that sounds like great fun....not.

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Subject: donate command

Posted by [falcon030](#) on Tue, 24 Aug 2004 22:27:07 GMT

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Um, a few things things.

1. I've never seen that happen.
2. People on Renegade are idiots. They do not know teamwork.

and 3. If you're stupid enough to let the Barracks and Weapons Factory die after KNOWING they're coming beforehand...that's just sad. And of course, you should lose.

Plain and simple, teamwork wins the game.

---

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Subject: donate command

Posted by [PointlessAmbler](#) on Tue, 24 Aug 2004 22:39:14 GMT

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Better: Allow donations only while the Refinery is up (instead of when the Refinery is destroyed), and only allow donations after 10 minutes have gone by.

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Subject: donate command

Posted by [Blazer](#) on Tue, 24 Aug 2004 22:59:06 GMT

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falcon030Um, a few things things.

and 3. If you're stupid enough to let the Barracks and Weapons Factory die after KNOWING they're coming beforehand...that's just sad. And of course, you should lose.

So your team of basic infantry is going to stop 2 APCs full of hotwires and not lose a building...can I be in your clan? :rolleyes:

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Subject: donate command

Posted by [falcon030](#) on Tue, 24 Aug 2004 23:28:52 GMT

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Ever heard of remote C4? It would be easy to stop a rush.

Also. It all depends on how much the starting credits are. Be they 0, it would be kinda hard to get 2 apcs full of hotwires. Be they higher say, 200 or 400. It would be even easier to stop the rush.

As I said before, it's all about TEAMWORK. After all Multiplayer is meant to be a TEAM game.

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Subject: donate command

Posted by [Blazer](#) on Tue, 24 Aug 2004 23:42:03 GMT

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The reason Generals was a flop was because the game came down to whoever made the first rush won the game. I don't want to see Renegade go down the same path. The donate command, while "neat" drastically changes the gameplay, and confuses newbies who dont know what it is, and some servers using it and some not etc.

I prefer a long drawn out battle where our team wins due to superior coordination and planning, rather than a 60 second victory that we only got because we all happened to be the quickest at

mindlessly executing a predetermined recipe to win. Did we win because of "teamwork", or just because we donated money and APC rushed faster than the other team did. That seems like a hollow victory.

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Subject: donate command

Posted by [falcon030](#) on Wed, 25 Aug 2004 00:17:09 GMT

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Wow...wow...I didn't think you were a dumbass but you proved me wrong.

Honestly, you people whine too much. Something gets thrown into the game that requires new strategy, new tactics, more teamwork, creates more of a CHALLENGE but I guess you can't handle it. And your solution is to bitch and whine about how the gameplay is screwed, pathetic.

---

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Subject: donate command

Posted by [msgtpain](#) on Wed, 25 Aug 2004 00:28:50 GMT

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I disagree, and we're having a lot of fun with it on our server over the last day..

There are so many things that can go wrong, and change the dynamics, that all this does is add a new dimension for people to "wonder" about, and change their play style.

The money box that I pick up at the beginning of the game almost always gives me 200 credits anyway.. I'm almost always in an APC right after the game starts in maps such as City, Hourglass, etc anyway.. any smart person in a game can have an APC rush going in the first 60 seconds because of those alone.

The thing about the donate command is that if you aren't smart with it, you can shoot yourself in the head. If everyone on your team donates to a few people to buy an APC or two, and for some others to get a hotwire; what happens when the other team is expecting it, stops your rush easily, then all have 500 credits while your entire team is broke? You're pretty much screwed.. that's what.

If people are doing your scenario Blazer, then they simply aren't bright enough to be playing anyway.. In the games that I played, right when the game started, I would PM someone like Giz, or Nas and say "GET AN APC", then run !donate right after it to give them the extra 250 they needed.. When they see my PM, then my donate right after it.. they don't have to be a rocket scientist to see what the game plan is.. I grab an engine, jump in the APC, pick up a few more on the way out, and off we go..

If you have to have a "rush discussion", your rush is already over.. But that's been the way rushes go since the game began.. If you spend 3 minutes trying to convince everyone to stop attacking the harvester and get in your buggy, it ain't going to work..

We'll play this out for a few nights and see what all the comments are, but so far, we've had a great response.. and even Giz.. who totally shot it down above, said "It was fun" in the thread on our forums...

Don't knock it till you try it

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Subject: donate command

Posted by [Blazer](#) on Wed, 25 Aug 2004 00:57:49 GMT

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falcon030Wow...wow...I didn't think you were a dumbass but you proved me wrong.

Honestly, you people whine too much. Something gets thrown into the game that requires new strategy, new tactics, more teamwork, creates more of a CHALLENGE but I guess you can't handle it. And your solution is to bitch and whine about how the gameplay is screwed, pathetic.

Wow, you typed 3 sentences, all of them insults. I guess you win. :rolleyes:

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Subject: donate command

Posted by [Blazer](#) on Wed, 25 Aug 2004 01:01:26 GMT

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msgtpainDon't knock it till you try it

I admit I have not tried it, but I certainly will tonight I still don't like the overall premise but after tonight I may eat my words, we'll see

---

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Subject: donate command

Posted by [msgtpain](#) on Wed, 25 Aug 2004 01:11:16 GMT

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I admit that it will really only work with people that you know, and know their playstyle.. (like in The Pits)..

If someone says "Get an APC" and you reply "No, You get it" .. and they send you the money, then you buy a hotwire, etc.. well.. you can see the end result..

Rule of thumb.. if someone you know tells you to do something that you know you don't have the cash for.. just get ready and don't argue unless they're just drunk, and didn't mean to PM you or something, lol..

msgtpain: /page blazer0x GET AN APC!

msgtpain: !donate somen00b 250

blazer0x: dumbshit..

---

msgtpain: what?  
blazer0x: you donated to the wrong person!  
msgtpain: WTF are you talking about? No I didn't.. GET AN APC  
blazer0x: lay off the crack dude..

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Subject: donate command  
Posted by [Weirdo](#) on Fri, 27 Aug 2004 21:24:24 GMT  
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After playing some games on the Pits with the donate function, I must say I don't have any problems with it. My only problem is that on maps, like city flying taking out the first harvy has become less usefull, but when you lower the starting cash, I think the first harvester will become more important. Lowering the starting cash would also help against the early apc rush.

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Subject: donate command  
Posted by [revenuke](#) on Sun, 29 Aug 2004 04:55:06 GMT  
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\_TFWxANDY\_ At the start of the games we donated about 100 to detharmy8 for him to buy an APC and rush ASAP

that was my idea i am JointRev

anyway someone must have noticed that if you type !donate <name> - <money> then u can steal money form team m8s.... please fix this asap..

---

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Subject: donate command  
Posted by [Vomancha](#) on Sun, 29 Aug 2004 09:14:21 GMT  
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Its already fixed Rev

---

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Subject: donate command  
Posted by [Deltafox2004](#) on Sun, 29 Aug 2004 09:34:07 GMT  
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Good luck to the hotties that waste there money trying to pass my shotgun

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Subject: donate command  
Posted by [zunnie](#) on Sun, 29 Aug 2004 11:08:39 GMT

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Deltafox2004 Good luck to the hotties that waste there money trying to pass my shotgun

LOL

Thats the spirit

[zunnie]

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Subject: donate command

Posted by [Scythar](#) on Sun, 29 Aug 2004 22:10:28 GMT

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Or, as I've posted elsewhere, you could make somekind of taxation mechanism. For example, if you donate 100 credits to someone, he only gets 80% of it and the rest of the cash disappears. This way your team could still benefit from the feature and make, for example, an early rush, but it would cost more for you than the usual way of waiting for everyone to have 800 credits.

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Subject: donate command

Posted by [Nightma12](#) on Mon, 30 Aug 2004 08:54:33 GMT

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ScytharOr, as I've posted elsewhere, you could make somekind of taxation mechanism. For example, if you donate 100 credits to someone, he only gets 80% of it and the rest of the cash disappears. This way your team could still benefit from the feature and make, for example, an early rush, but it would cost more for you than the usual way of waiting for everyone to have 800 credits.

i agree

---