Subject: The donate function
Posted by Protoberance on Thu, 30 Dec 2004 22:45:09 GMT
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Hi,
first of all , please dont get me wrong i like this function. But i dislike the way it is beeing used at the moment. I dont know what the intended use of it is but i try to explain what i mean. At the very early start of each map players are donating each other credits so that someone can purchase an apc and rush the enemy. Ok this is a nice tactic but it kills some sides of the game a lot of us and the other players love. The fight for the harvester in the early state of each round is very critical and the team that wins the fight (by destroying the enemy harvester while keeping the own harv. alive) has a lot of better chances of winning the round. With the donate function players dont need to wait for the harvester to return from the field and dont need to worry if its beeing destroyed or not.
Can you add a timer for 5 minutes or so that blocks this command ?

Subject: The donate function
Posted by Nightma12 on Fri, 31 Dec 2004 10:29:58 GMT
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i dont know about BrenBot, but with NR, that would be possible in a script

the script would just have to edit nrconfig.ini and enable/disable the donate command after 5 minutes

Subject: The donate function
Posted by zunnie on Fri, 31 Dec 2004 17:05:18 GMT
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1) disable donate if you dont like it.
2) set the starting credits to 0$?

but also:

having like a Donate limit would be nice, say people cant donate the first 5 minutes of a game. And after this 5 mins they can only donate once per minute a maximum of 100$ to other players..

Subject: The donate function
Posted by SuperTech on Sat, 01 Jan 2005 02:34:58 GMT
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zunnie1) disable donate if you dont like it.
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having like a Donate limit would be nice, say people cant donate the first 5 minutes of a game. And after this 5 mins they can only donate once per minute a maximum of 100$ to other players..

I can agree with the 5 minute no donate thing, but limiting it afterwards would be silly and it would eliminate any of its usefulness.

Subject: The donate function
Posted by Spoony_old on Sat, 01 Jan 2005 16:06:27 GMT
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yeah, it's stupid when there's an APC in your base by the time half your team haven't even loaded yet.

Let's take the Pits as an example. Starting credits are about 300? So normally you could have a buggy / humvee in the enemy base pretty quick. While that could take out a building, it's fairly easy for a bunch of the enemy to kill it with soldiers. Can't do that with an APC