
Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [zunnie](#) on Tue, 24 Aug 2004 07:58:30 GMT

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Ill start a new topic here as the other one is full of a load of replies already and i dont want this 'idea' to be forgotten

So for example:

If possible:

Put this in the server2.ini options or in brenbot.cfg so that server owners can set their own rules for donating. If the following options are possible it would greatly improve the functionality of the !donate command. People could disable it, set dependencies etc.. Will only see to it that the command suits everyones needs i guess:

[list]

[*]EnableDonate=true ; Set donate on/off

[*]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(set to false to have donate the whole game with/without Refinery.

[*]Timer=5 (minutes) ; Set timeout how long it takes before donate will be available after the Refinery is dead or after a new map has loaded.

[*]Interval=1 (minute(s)) ; Set timeout between donations.

[/list:u]

I think this would be great. It could satisfy every server owner to what he feels is best for his own server. Also it would allow server owners to run polls on their own site or something about the config options etc.. i suppose it will be a nice addition

[zunnie]

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [WNxPunk](#) on Tue, 24 Aug 2004 08:02:09 GMT

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Great idea. now gimmy

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [kurt421](#) on Tue, 24 Aug 2004 13:34:46 GMT

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yeh, there good points!

Without some kind of restrictions the donate command is too unbalanced.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Nightma12](#) on Tue, 24 Aug 2004 17:58:05 GMT

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/me adds into NightRegulator

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Vomancha](#) on Tue, 24 Aug 2004 19:50:17 GMT

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Isn't that going to make it even more confusing for people anyway. People have enough trouble understanding the !donate command itself let alone the fact that now on different servers different !donate "rules" apply. For anyone who plays in several servers it might get confusing remembering how much you can donate and how many times on different servers.

It's a good idea, but maybe there should just be a standard 3 ways. Unlimited Donate, Donate once the ref is dead or no Donate at all. Easy to remember and still gives server owners some choice.

Subject: Re: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Blazer](#) on Tue, 24 Aug 2004 21:32:35 GMT

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zunnie[*]RefineryDependent=true ; Donate is only available when Ref is dead(set to false to have donate the whole game with/without Refinery.

Hmm but lots of people's main beef with the donate command is that the whole point of destroying the Ref is that it deprives the enemy of funds. The donate command cancels that disadvantage out, changing gameplay.

Ideas? Comments?

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [egg098](#) on Tue, 24 Aug 2004 22:19:13 GMT

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Perhaps add in the option for it -- in my view, more options = good

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [almor999](#) on Tue, 24 Aug 2004 23:37:46 GMT

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Maybe add in an option so once powerplant is destroyed donate limit is cut in half or something of that sort.

Subject: Re: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [falcon030](#) on Tue, 24 Aug 2004 23:39:30 GMT

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Blazerzunnie[*]RefineryDependent=true ; Donate is only available when Ref is dead(set to false to have donate the whole game with/without Refinery.

Hmm but lots of people's main beef with the donate command is that the whole point of destroying the Ref is that it deprives the enemy of funds. The donate command cancels that disadvantage out, changing gameplay.

Ideas? Comments?

Kill the refinery early :rolleyes:

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Blazer](#) on Tue, 24 Aug 2004 23:45:30 GMT

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Here's an idea...why stop at donating money...lets donate health too! Let everyone !donate their health to a building....then everyone can donate their health to the base defenses, and they will never die! Or we can all donate our health to an APC, and just drive it aroudn the enemy base laughing as we run over infantry with our 2400 health killing machine :twisted:

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [pvtschlag](#) on Wed, 25 Aug 2004 00:01:36 GMT

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Imao that would own

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [cokemaster](#) on Wed, 25 Aug 2004 00:12:15 GMT

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BlazerHere's an idea...why stop at donating money...lets donate health too! Let everyone !donate their health to a building....then everyone can donate their health to the base defenses, and they will never die! Or we can all donate our health to an APC, and just drive it aroudn the enemy base laughing as we run over infantry with our 2400 health killing machine :twisted:
No lets combine the teams n00bjets damage into one minigunner... whee

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [WNxCABAL](#) on Wed, 25 Aug 2004 10:14:24 GMT
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BlazerHere's an idea...why stop at donating money...lets donate health too! Let everyone !donate their health to a building....then everyone can donate their health to the base defenses, and they will never die! Or we can all donate our health to an APC, and just drive it aroudn the enemy base laughing as we run over infantry with our 2400 health killing machine :twisted:

Now thats fucked!

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [Sir Kane](#) on Wed, 25 Aug 2004 10:19:31 GMT
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That's a great idea, Blazer. But why do it with an APC if you can do it with a buggy! Would also be fun to do it with Stealth Black Hands. 3000 HP beacon machine.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [JPNOD](#) on Wed, 25 Aug 2004 12:18:48 GMT
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those ideas arent nice, i agree with them. Cuz if there's some skilled players the noobs, ore fans of the player donate him his 1400 and gg, without him really having breaking a sweat for it. It changes the gameplay.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [PermaGrin](#) on Wed, 25 Aug 2004 12:38:48 GMT
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^^ WTF did you just say? All I got out of that wasit changes gameplay.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [YSLMuffins](#) on Thu, 26 Aug 2004 03:36:42 GMT
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Silent KaneThat's a great idea, Blazer. But why do it with an APC if you can do it with a buggy! Would also be fun to do it with Stealth Black Hands. 3000 HP beacon machine.

SBHs can still be run over though.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Battousai](#) on Thu, 26 Aug 2004 05:09:03 GMT

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You guys make it sound like the donate command is pulling free money from nowhere. Someone loses money and someone gains money. Total team money is conserved.

A team that shares it's credits amongst itself wisely deserves to win- that's good teamwork.

Donating health is silly, but if you want to implement something crazy you should make a !gamble command where you can gamble some of your money and there's a probability that you'll gain or lose money.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Blazer](#) on Thu, 26 Aug 2004 06:51:02 GMT

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My post about donating health was sarcasm.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [NeoX](#) on Thu, 26 Aug 2004 07:36:05 GMT

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I believe the donate command is fine the way it is now. It adds a brand new angle to the game and encourages a longer fought out team co ordinated battle. (RUN ON SENTENCE)

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Sir Kane](#) on Thu, 26 Aug 2004 07:42:03 GMT

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YSLMuffinsSilent KaneThat's a great idea, Blazer. But why do it with an APC if you can do it with a buggy! Would also be fun to do it with Stealth Black Hands. 3000 HP beacon machine.

SBHs can still be run over though.

Then it should also be possible to donate jump height so you can jump 10 meters or something!

And Blazer, this is also sarcasm ;P

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Naamloos](#) on Thu, 26 Aug 2004 12:43:50 GMT

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Donating weapons would be cool.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [genetix](#) on Thu, 26 Aug 2004 14:43:33 GMT

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Donating weapons would suck. you would get people stacked up with all weapons.

Plain donations are good. why fuck around with them. I myself would rather have some of the coders like vlokt releasing new updates on ssaow rather than making !donate really confusing.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [zunnie](#) on Thu, 26 Aug 2004 15:56:54 GMT

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Quote:

[list]

[*]EnableDonate=true ; Set donate on/off

[*]MaxDonate=100 ; Set max ammount for donations

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[*]RefineryDependent=true ; Donate is only available when Ref is dead(set to false to have donate the whole game with/without Refinery.

[*]Timer=5 (minutes) ; Set timeout how long it takes before donate will be available after the Refinery is dead or after a new map has loaded.

[*]Interval=1 (minute(s)) ; Set timeout between donations.

[/list:u]

These options would happyfy (lol) all server owners i guess.. The people playing on these servers will mostlikely let the serverowner they like it or not and based on that the server owner can then adjust these settings accordingly..

[zunnie]

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Alkaline](#) on Thu, 26 Aug 2004 18:00:35 GMT

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I don't like this donate option period,
nor do I like any of the other crazy ass commands such as:

-Kill

-turn player into a chicken/clown

-donate ANYTHING should not be included

-rave party, or any other sillything that effects gameplay.

-teleporting... what the hell all of a sudden your night crawler from x-men?
-fly... ummm sit your ass down boy. :rolleyes:
the swap teams is good & the hostpage, but its best if these cracked commands stay out of public releases..

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [NeoX](#) on Thu, 26 Aug 2004 18:06:15 GMT
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WHy would you like to remove the donate command?

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [zunnie](#) on Thu, 26 Aug 2004 18:58:56 GMT
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Alkalinel don't like this donate option period,
nor do I like any of the other crazy ass commands such as:
-Kill
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-rave party, or any other sillything that effects gameplay.
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-fly... ummm sit your ass down boy. :rolleyes:
the swap teams is good & the hostpage, but its best if these cracked commands stay out of public releases..

Thats why it has the option for YOU as server owner to disable it :S
All that other stuff you list there: Teleport, turn player chicken, flying is not the issue here.

If these options were available i would set a max of 100\$, a timeout of 1 minute between donations from the same person and people would only be allowed to donate 10 times every game.

[zunnie]

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [genetix](#) on Thu, 26 Aug 2004 23:03:47 GMT
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I think the commands should be included but only released in the server owners only section of this forum. Those commands are very usefull if used properly.

As for your reply to the donate command topic zunnie. Very good saying:
"Keep it simple stupid."

There is no need to modify donate with that many options. Right now Black-Cell is using !donate only in team chat and it works all the time. Its a great function and thats the way it best it. Making a bunch of extra options would seem as more of a waste of time. I think the scripters would be better off spending their time making more mods.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [zunnie](#) on Fri, 27 Aug 2004 01:07:30 GMT

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Quote:Thats why it has the option for YOU as server owner to disable

Because i think donate maybe unbalance the game a bit indeed. Having the option to set limitations would be good idea.

And to keep everyone satisfied they can change this as they please based on the opinion of the players that come on the server.

[zunnie]

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Naamloos](#) on Fri, 27 Aug 2004 10:37:47 GMT

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The money donating in BC is a good way, and beter then that you wan't it IMO.

And how would people hold all weapons of donating them was an option? I don't see a havoc give away his n00b cannon to some rifle infantry so fast, this way he won't have it anymore, that's why it's called "donating".

Subject: Re: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [Nightma12](#) on Tue, 29 Mar 2005 17:31:43 GMT

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zunnie!!! start a new topic here as the other one is full of a load of replies already and i dont want this 'idea' to be forgotten

So for example:

If possible:

Put this in the server2.ini options or in brenbot.cfg so that server owners can set their own rules for donating. If the following options are possible it would greatly improve the functionality of the !donate command. People could disable it, set dependencies etc.. Will only see to it that the command suits everyones needs i guess:

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[/list:u]

I think this would be great. It could satisfy every server owner to what he feels is best for his own server. Also it would allow server owners to run polls on their own site or something about the config options etc.. i suppose it will be a nice addition

[zunnie]

sorry to bump this topic up, but im going to be adding all of these into NR, but i have a question

how the hell will the players know how each server is setup?

and if they try to donate, and cant because of something, how can i make it tell them whats wrong? lol, theres too many options, too hard to code it to say whats wrong

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [reborn](#) on Tue, 29 Mar 2005 18:07:04 GMT

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More options for server owners to customise there own server in my opinion is good. I dont agree with the dependancy of the refinery, i feel the donate cmd shoul be allowed always. With zunnies idea i can choose, if you like it on your server set it up like that, if you don't, configure it another way...

Great idea, i would like to be able to set a maximum donate amount, but i also would like to be able to set the map specific too...

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [flyingfox](#) on Tue, 29 Mar 2005 19:04:51 GMT

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The idea of destroying the refinery first doesn't sound bad. I don't think it would be misbalanced because if each person was just donating to each other, they would only be transferring team funds to one another without gaining more theirselves. So in essence you would still be depriving the other team of cash, they would just be bundling it up with other people to afford things. After that they would have to earn more money themselves.

An easy way to sort out the donate confusion might be to add some sort of !donatehelp command that people could use, and in it you would have a message come up with what you have set things to so far (not a read from your settings file, something you write in yourself). So you might say "donate works when the refinery is dead, you can only donate 5 minutes into the game, etc" and that would clear up the confusion.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [Nightma12](#) on Tue, 29 Mar 2005 19:17:46 GMT
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yeah, that would work

but what about if they try to use donate when they cant?

all i can think of is repond with

Sorry, But You Cannot Use The Donate Command At This Time.

because i think saying exactly whats wrong would be too hard, as i would have to accomadate for multiple things wrong... =/

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [Cat998](#) on Tue, 29 Mar 2005 19:23:01 GMT
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There should be a message, telling all players that donating works now, after the refinery is destroyed

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [flyingfox](#) on Wed, 30 Mar 2005 16:52:42 GMT
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Maybe you could PM them with "cannot use donate, please use !donatehelp to see why"

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?
Posted by [Creed3020](#) on Wed, 30 Mar 2005 22:03:33 GMT
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This thread is freaking hilarious.

But I would like to see changes like those made to enable server owners with more control over

donate which affects the gameplay so much.

Subject: SSAOW/brenbot.cfg Extended Config For !donate ?

Posted by [dead6re](#) on Tue, 12 Apr 2005 17:41:09 GMT

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the options would be hard to code. But you could do a msg like:

EnableDonate - "Unable to donate: The server has disabled voting"

MaxDonate - "Unable to donate: You have reached the maxium donations for this map"

MaxTurns - "Unable to donate: You have already donated x ammount of turns, please wait until the next map to donate again"

RefineryDependent - "Unable to donate: Ref is not dead"

Timer/Interval - "Unable to donate: Timeout has not yet been reached (x mins/secs remaining)"

And about donating health, illd rather have shield anyday. Shield PWN health.
