Subject: Idea for RG. Not sure if this will work or not.
Posted by Navonna on Fri, 17 Dec 2004 14:25:58 GMT
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Idea.

Is there a way to make RG allow a TEAM FEATURE. That is have every non-n00b teamplayer on one team and everytime a map change occurs the same team is on that map.

Thx.

Subject: Idea for RG. Not sure if this will work or not.
Posted by Nightma12 on Fri, 17 Dec 2004 15:54:11 GMT
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lol, so how does RG identify who is a n00b and who isnt?

Subject: Idea for RG. Not sure if this will work or not.
Posted by Blazer on Fri, 17 Dec 2004 17:34:28 GMT
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!shown00bs?

Interesting idea, but probably won't be implemented unless more people want it and would actually use it.

Subject: Idea for RG. Not sure if this will work or not.
Posted by Jecht on Fri, 17 Dec 2004 17:37:44 GMT
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I dun like it, I for one visit several servers so I have about 20 recs here and there in certain servers.

Subject: Idea for RG. Not sure if this will work or not.
Posted by Spoony_old on Sat, 18 Dec 2004 14:02:53 GMT
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There's no way to automatically see who is good and who is a "n00b"... someone might have been playing in a purely support role and finished the game with 600 points, which happened to be two vital beacons he disarmed and saved the day for his team. Whereas someone else might have 5000 points just from shooting the harvester with a ramjet all game... which player achieved more? exactly

Subject: Idea for RG. Not sure if this will work or not.
Posted by JPNOD on Sat, 18 Dec 2004 18:35:09 GMT

SpoonyThere's no way to automatically see who is good and who is a "n00b"... someone might have been playing in a purely support role and finished the game with 600 points, which happened to be two vital beacons he disarmed and saved the day for his team. Whereas someone else might have 5000 points just from shooting the harvester with a ramjet all game... which player achieved more? exactly

Indeed its usaly not the guys who's in first unless ure talking a small game/clanner