Subject: "Groups" link?

Posted by Cpo64 on Wed, 05 Mar 2003 23:13:56 GMT

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Beside "Private Messages", and "FAQ" there is a link for "Groups", what is it?

Subject: "Groups" link?

Posted by OrcaPilot26 on Wed, 05 Mar 2003 23:32:43 GMT

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read the FAQ

Subject: "Groups" link?

Posted by Sir Phoenixx on Wed, 05 Mar 2003 23:43:31 GMT

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Kinda like Clan for the forums.

You can make it so that only the people in a certain group get access to a forum, or whatever...

Subject: "Groups" link?

Posted by Crimson on Wed, 05 Mar 2003 23:47:46 GMT

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It's a feature I'm not currently using on THESE forums. I use it on my n00bstories forums to control permissions by group.

Subject: "Groups" link?

Posted by Griever92 on Thu, 06 Mar 2003 00:54:55 GMT

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alright, i was wondering what that was also

Subject: "Groups" link?

Posted by Cpo64 on Thu, 06 Mar 2003 05:12:38 GMT

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Then it would be possible to set up, say, gilds?

Subject: "Groups" link? Posted by Walrus on Thu, 06 Mar 2003 10:25:15 GMT

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hmm, would that worth using?

Yossarian Lives!

Subject: "Groups" link?

Posted by Sir Phoenixx on Thu, 06 Mar 2003 12:25:50 GMT

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Make a bunch of new forum categories for the Clans. Have individual forums for each clan (they can pm you[crimson] to set up a new one), for each clan set up two forums, a public one, and a private one. Than set up a group for each, each group contains only the clan members, and make the clan leader the group moderator (so he can add more clan members to the group), this group is the only one, besides the board mods who can enter the private forum.

Example:

"|cLaN|"
Public Forum
Private Forum

"|Team Clann|" Public Forum Private Forum

"AnOtHeR ClaN" Public Forum Private Forum

etc.

Subject: "Groups" link?

Posted by Cpo64 on Thu, 06 Mar 2003 17:33:52 GMT

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All those forums would get confusing. I was thinking more like a class system, like a Mapping Guild, Tactical Guild, etc. With the members having experience that would apply to the guild. So that people would have would know who to get information from, and members would have an obvious support net. A Mapping/Mod Guild would allow its members to more freely share there knowledge, and works among its other members.