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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.

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