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 refinary early :rolleyes: