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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zunnieIll 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]

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