Subject: Suggestion For New Patch
Posted by _SSnipe_ on Tue, 24 Jun 2008 22:28:13 GMT
View Forum Message <> Reply to Message

You know ehere it says recruit under your ingame nick? it should say recruit only when a basic and when you buy an advance char change to a new name....like when your a gdi solider it says recruit on your name ingame then lets say you buy a havoc then it says commando under your ingame nice and maybe general for the other chars? not sure about ranks but sounds like a fun idea

Subject: Re: Suggestion For New Patch
Posted by Scrin on Wed, 25 Jun 2008 05:56:06 GMT
View Forum Message <> Reply to Message

SSnipe wrote on Tue, 24 June 2008 17:28You know ehere it says recruit under your ingame nick? it should say recruit only when a basic and when you buy an advance char change to a new name....like when your a gdi solider it says recruit on your name ingame then lets say you buy a havoc then it says commando under your ingame nice and maybe general for the other chars? not sure about ranks but sounds like a fun idea

Subject: Re: Suggestion For New Patch
Posted by _SSnipe_ on Wed, 25 Jun 2008 06:05:19 GMT
View Forum Message <> Reply to Message

but server different titles per char or such

Subject: Re: Suggestion For New Patch
Posted by Goztow on Wed, 25 Jun 2008 07:51:20 GMT
View Forum Message <> Reply to Message

It should just get removed: it's useless without a ladder.

Subject: Re: Suggestion For New Patch
Posted by TD on Wed, 25 Jun 2008 09:06:49 GMT
View Forum Message <> Reply to Message

It should say my name

Subject: Re: Suggestion For New Patch
Posted by cAmpa on Wed, 25 Jun 2008 10:42:24 GMT
View Forum Message <> Reply to Message

Tower Defends?

Subject: Re: Suggestion For New Patch
Posted by StealthEye on Wed, 25 Jun 2008 11:56:31 GMT
View Forum Message <> Reply to Message

It was used to indicate that someone had played 5 or less games online. It is however no longer working and has therefore been removed.

Subject: Re: Suggestion For New Patch
Posted by IronWarrior on Wed, 25 Jun 2008 12:50:46 GMT
View Forum Message <> Reply to Message

As I suggested in #tt

Could you add a option to allow custom player tags instead of names, so instead of it having recruit, you could rename it to "Admin" or "Mod" or whatever you want really, all server side controlled of cause, you could even place clan tags there.

This would be a really nice option.

Subject: Re: Suggestion For New Patch
Posted by TD on Wed, 25 Jun 2008 13:13:59 GMT
View Forum Message <> Reply to Message

IronWarrior wrote on Wed, 25 June 2008 14:50As I suggested in #tt

Could you add a option to allow custom player tags instead of names, so instead of it having recruit, you could rename it to "Admin" or "Mod" or whatever you want really, all server side controlled of cause, you could even place clan tags there.

This would be a really nice option.
That's a great idea actually. The clan name... Since the XWIS clan database is not even used it can not be read from anywhere.

I suggest giving the players the option to type their own 'tag' of.. say.. 12 characters. People can fill in their clan name (or anything else), for example [.H2O.] and the choice whether this is allowed or not should be in the hands of the server owners (allowed by default).

A great addition to this is a commandline code like +playertag along with the existing ones like

+playername.

Subject: Re: Suggestion For New Patch
Posted by Jamie or NuneGa on Wed, 25 Jun 2008 13:29:00 GMT
View Forum Message <> Reply to Message

It would probably help to generate more clanwars

Subject: Re: Suggestion For New Patch
Posted by TD on Wed, 25 Jun 2008 14:46:42 GMT
View Forum Message <> Reply to Message

NuneGa wrote on Wed, 25 June 2008 15:29It would probably help to generate more clanwars
Did I say you could give us your input on this matter?

Subject: Re: Suggestion For New Patch
Posted by danpaul88 on Wed, 25 Jun 2008 15:40:39 GMT
View Forum Message <> Reply to Message

You automatically agreed to allow input from anyone when you posted it in a public forum.

Subject: Re: Suggestion For New Patch
Posted by TD on Wed, 25 Jun 2008 15:52:39 GMT
View Forum Message <> Reply to Message

Yeah, but come on, that's NuneGa

Subject: Re: Suggestion For New Patch
Posted by Jamie or NuneGa on Wed, 25 Jun 2008 16:26:08 GMT
View Forum Message <> Reply to Message

Did I give you permission quote me TD? No I didn't.

Am I a question talker? Not usually.

Should TD really just stfu? Yes he should.

Am I in a weird mood right now? I'm always in a weird mood.

Are comments from NuneGa brilliantly insightful? Yes they are.

Should the deviation from the original topic become extinct? Yes it should.

Will it? I doubt it.

Subject: Re: Suggestion For New Patch
Posted by KobraOps on Wed, 25 Jun 2008 18:09:21 GMT
View Forum Message <> Reply to Message

Way to not over react NuneGa

Subject: Re: Suggestion For New Patch
Posted by Jimbo27 on Thu, 26 Jun 2008 05:44:55 GMT
View Forum Message <> Reply to Message

Calm down, girls

Subject: Re: Suggestion For New Patch
Posted by nikki6ixx on Thu, 26 Jun 2008 05:54:07 GMT
View Forum Message <> Reply to Message

Whatever, Shitler

Subject: Re: Suggestion For New Patch
Posted by Herr Surth on Thu, 26 Jun 2008 07:28:53 GMT
View Forum Message <> Reply to Message

Jimbo27 wrote on Thu, 26 June 2008 00:44Calm down, girls
<3

Subject: Re: Suggestion For New Patch
Posted by CarrierII on Sat, 28 Jun 2008 22:11:49 GMT
View Forum Message <> Reply to Message

I'm all for the "Admin" or "Mod" tag idea. That would speed up identification of individuals who can actually help.

Is that possible? (If the server controls these tags then it should be, as you can compare the nick of the player to a list of mods, but you don't need me to tell you that)

Subject: Re: Suggestion For New Patch
Posted by a000clown on Sat, 28 Jun 2008 22:20:53 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Sat, 28 June 2008 18:11I'm all for the "Admin" or "Mod" tag idea. That would speed up identification of individuals who can actually help.
I like this idea too

Although some moderators I know like to stay "hidden" until they're required to intervene I think it's best the players actually know who can help them.
Moderating is more than kicking people, it's also about helping the other players and answering questions about the server / gameplay.

Subject: Re: Suggestion For New Patch
Posted by trooprm02 on Sun, 29 Jun 2008 00:30:56 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Sat, 28 June 2008 17:11I'm all for the "Admin" or "Mod" tag idea. That would speed up identification of individuals who can actually help.

Is that possible? (If the server controls these tags then it should be, as you can compare the nick of the player to a list of mods, but you don't need me to tell you that)

Thats very hard, if not impossible to implement because that "recruit" system is WOL, when admins/mods is not even the server (FDS), but instead a 3rd party bot so...

Subject: Re: Suggestion For New Patch
Posted by IronWarrior on Sun, 29 Jun 2008 03:01:30 GMT
View Forum Message <> Reply to Message

This has already been discussed in #tt it's possible to do.

Subject: Re: Suggestion For New Patch
Posted by a000clown on Sun, 29 Jun 2008 07:44:36 GMT
View Forum Message <> Reply to Message

trooprm02 wrote on Sat, 28 June 2008 20:30Thats very hard, if not impossible to implement because that "recruit" system is WOL, when admins/mods is not even the server (FDS), but instead a 3rd party bot so...
I don't see the logic in this... The status may be dependent of WOL but it's each individual client that lets you see the actual text being displayed, which leads to scripts.dll. Third party bots use scripts.dll to carry out their functions, some even include their own dll's for custom features not included in public scripts.

Subject: Re: Suggestion For New Patch
Posted by StealthEye on Sun, 29 Jun 2008 18:35:43 GMT
View Forum Message <> Reply to Message

It's definitely possible and on our todo list. It's not 100% sure that it will go in, but it is likely.
Servers will most probably have to write their own code to be able to use the tags though.

Subject: Re: Suggestion For New Patch
Posted by IronWarrior on Sun, 29 Jun 2008 18:45:07 GMT
View Forum Message <> Reply to Message

StealthEye wrote on Sun, 29 June 2008 13:35It's definitely possible and on our todo list. It's not 100% sure that it will go in, but it is likely. Servers will most probably have to write their own code to be able to use the tags though.

Yeah that is fine by me, if you guys can build the base code or whatever you need, the server owners can do the rest.