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Subject: Re: Ped Beacons (n00by or teh pwn??)

Posted by [Sniper\\_De7](#) on Wed, 13 Dec 2006 22:41:28 GMT

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Why should public servers agree to have pedestal on? You give a reason that clanwar servers shouldn't. You failed to give a reason why a public server should have it any more than one that is for clanwarring. I think the server owners of a public server should pick whichever they want and stick to it. I think it's a more fun game, or at least, a more realistic way of saying which team is better. However server owners can do as they choose, and given the fact that in public servers you will get more people abusing the mines, that it could even be more incentive to disallow ped beacon.

Oh, and I also failed to say why it doesn't encourage APC/sniping/"point" whoring.

The reason I'd say would be the fact that most people on a public don't even know if the ped is even on. And even if they did, I don't remember in my 4 and a half year "career" of renegade, of ped beacon influencing me to buy a sniper to whore points, a tank to whore points, or an apc to whore points. In fact I've done all three, on servers with and without. Granted, I don't ever do snipe whoring unless for drastic measures (Say on Field the other team is sniping my artillery with like 5 snipers, I'm going to buy a sniper, kill them, and then instead of buying a whole new vehicle I'm just going to do what they do, pointwhore off tanks. Not saying it's fair, but I don't see server owners fixing it so that you don't get points for shooting vehicles with a ramjet. I've also done the same for APC whoring, granted I only use an APC to whore for points on maps that I know are going to last the entire duration. Generally, Under.mix. As for tank-whoring I've already explained that people buying tanks and shooting a building is not "whoring" for points, for one it keeps the other team busy repairing. For another, it gives their own team more points, which in certain maps is VITAL to winning (Hourglass). Take for example Field though. You're Nod and you have 2 arts and 3 light tanks on the field, you're shooting the war factory and you know they have at least 3 med tanks in their base. Should you continue to shoot the warfactory so that they have to keep repairing in order to save it, or should you rush in, with the three lights, to get killed by the med tanks and consequently lose the field.

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