
Subject: Re: Ped Beacons (n00by or teh pwn??)
Posted by [f100d3d](#) on Thu, 14 Dec 2006 19:45:51 GMT
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You're still talking about competitive play, though, de7.....

In the public servers (and I know you know this) the level of competition is nowhere near that of a pro clanwar and there are a lot more people. If the pedestal is enabled, that forces people to be on their toes more and be a little more wise about base defenses --especially on the smaller maps. Noob to use? I personally think so; regardless of the situation. A feature that many pub. server players seem to enjoy? Yes. And for that reason many server owners enable the feature. I've had to compromise a lot of my personal feelings on gameplay for the sake of my users. For that reason, I have recently thrown up RenUnderground :: OldSchool AOW on a000000H which has no donation, no crates, no drop mod, 0 starting credits, 18 player max, and pedestal off. 90% of the community would find that boring -- which is why these features are normally enabled. But when you join an "oldschool" server such as this one, you expect more professional gameplay which is why the settings are the way that they are.
