
Subject: Re: Fight For The Brotherhood-Server.net
Posted by [BlueThen](#) on Wed, 05 Aug 2009 22:40:31 GMT
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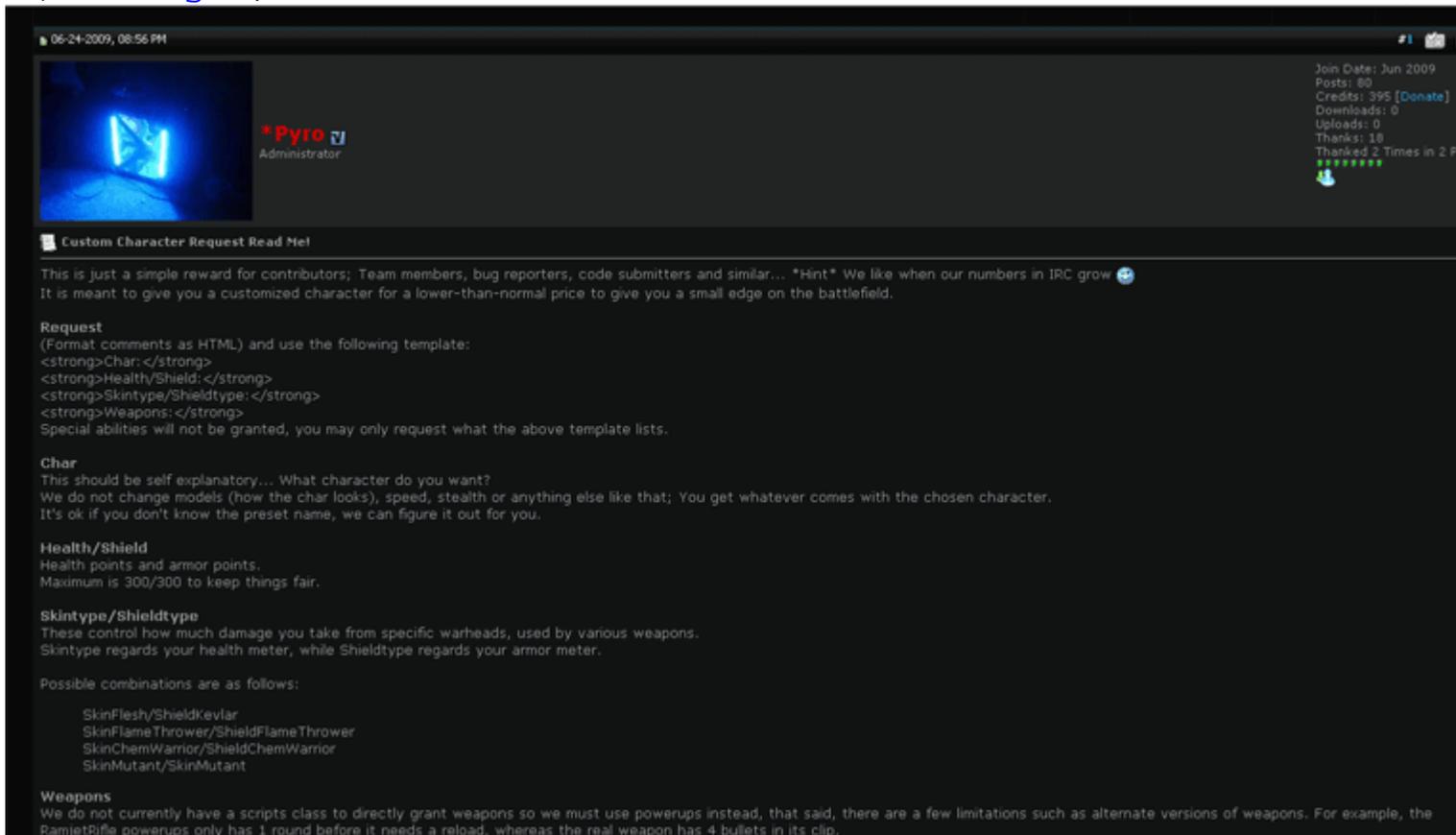
Jesus Christ!

Look at that! I've never seen something so unoriginal. You know what magican't's former url was? www.the-brotherhood.org! Even their irc address is unoriginal! "irc.magicalgaming.net"

LOL look at this:

File Attachments

1) [bro1.gif](#), downloaded 636 times



The screenshot shows an IRC chat window with a dark background. At the top left, the time is 06-24-2009, 08:56 PM. On the right, a user profile for 'Pyro Administrator' is visible, showing a join date of Jun 2009, 60 posts, 395 credits, 0 downloads, 0 uploads, 18 thanks, and 2 times thanked in 2 forums. The main message is titled 'Custom Character Request Read Me!'. The text of the message explains that it is a reward for contributors and provides instructions for requesting a custom character. It includes a 'Request' section with a template for HTML tags, a 'Char' section, a 'Health/Shield' section, a 'Skintype/Shieldtype' section, and a 'Weapons' section.

06-24-2009, 08:56 PM

Join Date: Jun 2009
Posts: 60
Credits: 395 [Donate]
Downloads: 0
Uploads: 0
Thanks: 18
Thanked 2 Times in 2 F

Custom Character Request Read Me!

This is just a simple reward for contributors; Team members, bug reporters, code submitters and similar... *Hint* We like when our numbers in IRC grow 😊
It is meant to give you a customized character for a lower-than-normal price to give you a small edge on the battlefield.

Request
(Format comments as HTML) and use the following template:
Char:
Health/Shield:
Skintype/Shieldtype:
Weapons:
Special abilities will not be granted, you may only request what the above template lists.

Char
This should be self explanatory... What character do you want?
We do not change models (how the char looks), speed, stealth or anything else like that; You get whatever comes with the chosen character.
It's ok if you don't know the preset name, we can figure it out for you.

Health/Shield
Health points and armor points.
Maximum is 300/300 to keep things fair.

Skintype/Shieldtype
These control how much damage you take from specific warheads, used by various weapons.
Skintype regards your health meter, while Shieldtype regards your armor meter.

Possible combinations are as follows:

- SkinFlesh/ShieldKevlar
- SkinFlameThrower/ShieldFlameThrower
- SkinChemWarrior/ShieldChemWarrior
- SkinMutant/SkinMutant

Weapons
We do not currently have a scripts class to directly grant weapons so we must use powerups instead, that said, there are a few limitations such as alternate versions of weapons. For example, the RamjetRifle powerups only has 1 round before it needs a reload, whereas the real weapon has 4 bullets in its clip.

2) [mag1.gif](#), downloaded 645 times

Options

[Bookmark this discussion](#)

Vanilla 1.1.8 is a product of
Luzumo. [More Information:](#)
[Documentation](#), [Community](#)
[Support](#).



Mike May 31st 2009 edited

Purpose

This is just a simple reward for contributors; Team members, bug reporters, code submitters and similar... "Hint" We like when our numbers in IRC grow ;) It is meant to give you a customized character for a lower-than-normal price to give you a small edge on the battlefield.

Request

[Start a new discussion](#) (Format comments as HTML) and use the following template:

```
<strong>Char:</strong>
<strong>Health/Shield:</strong>
<strong>Skintype/Shieldtype:</strong>
<strong>Weapons:</strong>
```

Special abilities will be granted on a case-by-case basis.

Char

This should be self explanatory... What character do you want? It's ok if you don't know the preset name, we can figure it out for you.

Health/Shield

Health points and armor points. Maximum is 500/500 to keep things fair.

Skintype/Shieldtype

These control how much damage you take from specific warheads, used by various weapons. Skintype regards your health meter, while Shieldtype regards your armor meter.

Possible combinations are as follows:

```
SkinFlesh/ShieldKevlar
SkinFlameThrower/ShieldFlameThrower
SkinChemWarrior/ShieldChemWarrior
SkinMutant/SkinMutant
```

Weapons

We do not currently have a scripts class to directly grant weapons so we must use powerups instead, that said, there are a few limitations such as alternate versions of weapons. For example RamjetRifle powerups only has 1 round before it needs a reload, whereas the real weapon has 4 bullets in its clip.

Available weapon powerups are as follows: