
Subject: buildings inrepairable, friendly fire?
Posted by [flyingfox](#) on Sat, 28 May 2005 01:13:33 GMT

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ok, would any server owner (I mean major server owner, the owner of a 24-32 player) be willing to turn these settings on for a couple of days gaming? I think this would be really fun. we always play the same maps, with the same settings, over and over and over. unrepairable buildings would mean faster games and different gameplay (everyone defending or attacking, no screwing around). friendly fire, if not abused, makes people watch where they shoot in a crowded place. especially in buildings! how about it? In 2 years, I think I've played only a few games with indestructible buildings. I really would like to see more of this, and less of the same gameplay in virtually every public server on WOL.

Subject: buildings inrepairable, friendly fire?
Posted by [prox](#) on Sat, 28 May 2005 01:25:25 GMT

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I would hate to play on a server with indestructible buildings...

Subject: buildings inrepairable, friendly fire?
Posted by [flyingfox](#) on Sat, 28 May 2005 01:42:02 GMT

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then you won't play on it.

Next?

Subject: buildings inrepairable, friendly fire?
Posted by [Crimson](#) on Sat, 28 May 2005 01:42:34 GMT

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You've got it backwards. Building un-repairable, which means you have to defend better.

Subject: buildings inrepairable, friendly fire?
Posted by [flyingfox](#) on Sat, 28 May 2005 01:46:24 GMT

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Not really. if everyone was defending, who would be attacking? It would probably be a rush to destroy their buildings faster...I think it would be really fun. if you lose a building, who cares, even standard soldiers and rocket soldiers are valuable here and you won't be sitting for ages till your last buildings are blown up.

Subject: buildings inrepairable, friendly fire?
Posted by [Crimson](#) on Sat, 28 May 2005 01:47:56 GMT
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I said "defend better", not "only defend". Of course a good defense is an even better offense, so you could always strive to get the other team's buildings first. I'm up for this idea -- maybe I could do it all day Saturday since the weekends are, for obvious reasons, busier days for Renegade.

Subject: buildings inrepairable, friendly fire?
Posted by [Deathgod](#) on Sat, 28 May 2005 01:52:01 GMT
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We did this for a couple days on our server once as a joke, all the games were pretty much who could kill the enemy's base fastest. No one bothered defending at all.

Subject: buildings inrepairable, friendly fire?
Posted by [flyingfox](#) on Sat, 28 May 2005 01:52:46 GMT
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ahh but how many players were on your server? I think it used to be a 20 player or something. 16 a side and there will probably be people defending

ok, if you decide to run it i'll be there

Edit: yeah the FF was more a suggestion, its the buildings thing i'm more interested in

Subject: buildings inrepairable, friendly fire?
Posted by [Crimson](#) on Sat, 28 May 2005 01:54:29 GMT
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Can we just try the buildings first and Friendly Fire still off? I am expecting a rush of n00bism when FF is on.

Subject: good idea
Posted by [renguard...NOD](#) on Sat, 28 May 2005 02:02:57 GMT
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I think that's a good idea but the host would need 2 put a small mine limit on the map if not i think people would definitely overload on the mines.

Subject: buildings inrepairable, friendly fire?
Posted by [csskiller](#) on Sat, 28 May 2005 03:01:33 GMT
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all that would do is make the teams play Destroy the enemy base before they destroy ours

Subject: Re: buildings inrepairable, friendly fire?
Posted by [Kanezor](#) on Sat, 28 May 2005 04:25:13 GMT
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flyingfoxok, would any server owner (I mean major server owner, the owner of a 24-32 player) be willing to turn these settings on for a couple of days gaming? I think this would be really fun. we always play the same maps, with the same settings, over and over and over. unrepairable buildings would mean faster games and different gameplay (everyone defending or attacking, no screwing around). friendly fire, if not abused, makes people watch where they shoot in a crowded place. especially in buildings! how about it? In 2 years, I think I've played only a few games with indestructible buildings. I really would like to see more of this, and less of the same gameplay in virtually every public server on WOL. To answer your question (I don't think anyone has yet; they've only provided criticism): edit your svrCFG_cnc.ini. Look for the line "CanRepairBuildings=yes", change it to "CanRepairBuildings=no".

That should work for what you want.

Subject: buildings inrepairable, friendly fire?
Posted by [JPNOD](#) on Sat, 28 May 2005 07:37:28 GMT
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Sound's fun, wich server(s) will be running it?

Subject: buildings inrepairable, friendly fire?
Posted by [Nightma12](#) on Sat, 28 May 2005 08:10:46 GMT
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im giving this a shot on my server over the weekend to see how it goes!

a0000000j on USA server

32 players

Subject: buildings inrepairable, friendly fire?
Posted by [prox](#) on Sat, 28 May 2005 13:08:13 GMT
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flyingfoxthen you won't play on it.

Next?

You made a mistake and said indestructible buildings, as in you can't destroy them...

Subject: buildings inrepairable, friendly fire?
Posted by [Spoony_old](#) on Sat, 28 May 2005 14:21:12 GMT
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CrimsonCan we just try the buildings first and Friendly Fire still off? I am expecting a rush of n00bism when FF is on.
I seem to recall having quite a lot of fun when you had FF on one of the n00bstories servers.

HTMLGOD is still pissed at me.

Subject: buildings inrepairable, friendly fire?
Posted by [uurmek](#) on Sat, 28 May 2005 15:20:42 GMT
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csskillerall that would do is make the teams play Destroy the enemy base before they destroy ours

Unfortunately that doesn't seem much different than what usually goes on. Especially yesterday, I was on a server with a bunch of newbies (or well, at least names I didn't recognize) and I found myself as the only one mining, repairing, or playing defense in general.

Subject: buildings inrepairable, friendly fire?
Posted by [Spoony_old](#) on Sat, 28 May 2005 15:36:45 GMT
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uurmekEspecially yesterday, I was on a server with a bunch of newbies (or well, at least names I didn't recognize) and I found myself as the only one mining, repairing, or playing defense in general.
So?

I don't defend unless something weird happens

Subject: buildings inrepairable, friendly fire?
Posted by [Kanezor](#) on Sat, 28 May 2005 15:40:20 GMT
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Not being able to repair buildings: free
Telling people to defend the base: free
Knowing that when they do, they will only be wasting time: free
Watching people say that they wouldn't defend even if it didnt waste time, meaning that they have no sense of teamplay: priceless

Subject: more..
Posted by [Gdiguy45](#) on Sat, 28 May 2005 16:57:30 GMT
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if you do that make shur the map cycle only has maps w/ base defenses

Subject: buildings inrepairable, friendly fire?
Posted by [Spoony_old](#) on Sat, 28 May 2005 17:27:09 GMT
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KanezorNot being able to repair buildings: free
Telling people to defend the base: free
Knowing that when they do, they will only be wasting time: free
Watching people say that they wouldn't defend even if it didnt waste time, meaning that they have no sense of teamplay: priceless
Is that directed at me? I can't tell.

Subject: buildings inrepairable, friendly fire?
Posted by [Nightma12](#) on Sat, 28 May 2005 18:01:48 GMT
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just turnt if back on

the gameplay is AWFUL!

Subject: buildings inrepairable, friendly fire?
Posted by [flyingfox](#) on Sat, 28 May 2005 19:41:27 GMT
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if? you mean FF?

Subject: buildings inrepairable, friendly fire?
Posted by [Nightma12](#) on Sat, 28 May 2005 20:19:58 GMT
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*it

i had both FF on and no building repairs off

it was awful

Subject: buildings inrepairable, friendly fire?
Posted by [flyingfox](#) on Sat, 28 May 2005 20:34:25 GMT
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well, try it with building repair off and friendly fire off. why was it awful?

Subject: buildings inrepairable, friendly fire?
Posted by [lmdgr8one](#) on Sat, 28 May 2005 21:05:22 GMT
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One or the other..

Anyone else remember Friendly Fire Fridays?

Subject: buildings inrepairable, friendly fire?
Posted by [Lijitsu](#) on Tue, 31 May 2005 03:12:52 GMT
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SpoonyuurmekEspecially yesterday, I was on a server with a bunch of newbies (or well, at least names I didn't recognize) and I found myself as the only one mining, repairing, or playing defense in general.
So?

I don't defend unless something weird happens
Yeah, i've been in that situation before. Although [GDE]SlickBud, [GDE]DarthDuck and 2020_EagleEye were on GDI, and I was Nod(Which made trying to defend pointless) so it didn't really matter. Got Eagle once, and Slick twice! Darth played mostly the APC Driver/Fodder role. Man, I lost quick on that one. Oh, and Spooky, I think you should atleast wait for the first APC rush before outright attacking, that way you make sure that atleast you're there to combat them. Believe me, it sucks when in the first three minutes of the game, your Tower/Obelisk falls due to improper and insufficient defence. Not only that, but when they're just plain dumbasses!
