

Just a note, I'm only counting +1's to specific ideas. If you say "+1 to what Max said", but Max posted 4 ideas, then I can't be sure which ones you're upvoting specifically. Also I'm not counting -1's. This may change if there's a lot of them.

Idea Author	Idea	Upvote total	Users who upvoted	Clarifications
Toonyoshi	More time options for matches		4 DeltaElite, Sterben99, chronospectrum, Hyperion	
Toonyoshi	More crosshair styles		4 Neapolitan, Sterben99, chronospectrum, xPsycho	Custom crosshairs would be cool too This should be a cash only bonus, as XP boosters would break the leaderboards.
DeltaElite	Purchasable cash bonus multiplier		2 chronospectrum, Neapolitan	
Chronospectrum	Gotz loading screens		2 Neapolitan, Vivek	
Toonyoshi	Server creator can kick anyone		2 Sterben99, chronospectrum	
Toonyoshi	Change map without changing server		3 Sterben99, chronospectrum, StarWarsCrazy (kind of)	Neap suggests a vote system like other FPS games use. 3 options appear in the "Tab" menu, and you can vote for your favorite for the next match. Available maps for that server would be chosen when the server is initially created.
Lion7	RPG does extra damage to vehicles		2 Neapolitan, chronospectrum	
Lion7	Players are connected with over 500 ping without triggering the autokick system		2 chronospectrum, Neapolitan (I assume)	
Vivek	Trusted Custom Map volunteers who judge maps on top of the user rating system		2 Neapolitan, chronospectrum	
Chronospectrum	Detailed weapon stats in armory		2 Neapolitan, xPsycho	
Toonyoshi	[bugfix] Spawn protection not working as intended at round start		1 Sterben99	Spawn protection ends if aiming or firing.
Toonyoshi	Give capes bonus effects when worn		1 Lion7	
Lion7	New shotgun		1 chronospectrum	
Vivek	Darken the reply box in the messaging system		1 chronospectrum	Also adding a "Send reply here" text to that box may help with the confusion
Vivek	Restrict players to only 1 pro clan (Unlimited Fun clans)		1 chronospectrum	
Vivek	Bring back the old chat system, before the update that made it terrible		2 chronospectrum, Superhuman	(chrono commentary) I understand why this could be challenging to do, but it is a feature that a lot of us miss. Especially for the tournaments mines should take damage like players do, so that high damage weapons need fewer shots to disarm it than rapid fire weapons
Vivek	Make mines easier to disarm		1 Neapolitan	
Vivek	Give additional items a cooldown after use		1 Neapolitan	3-5 seconds
Sterben99	Add extra magazine to LSMG3, new total 66 ammo		1 Neapolitan	
Sterben99	Shield durability system		1 Neapolitan	Durability would regenerate. Nothing more specific was suggested
Sterben99	Remove ability to use additional items when - in a vehicle - using the shield - in midair with the gravity gun active		1 Neapolitan	
Neapolitan	Add lighting gun from Quake		1 chronospectrum	Beam weapon, low damage, very high rate of fire, no recoil, damage reduced after certain distance
Neapolitan	Static version of default crosshair		1 DeltaElite	
Neapolitan	Sort servers by ping in the list		1 chronospectrum	
Terminator1000	CTF game mode			
Chronospectrum	New custom map notification			
Chronospectrum	Created custom skins button in profile section of main menu			
Chronospectrum	[bugfix] Two countdowns in TDM			
Chronospectrum	[bugfix] Melee weapon "ammo"			
Toonyoshi	variable full screen resolution			
Lion7	New weapon with alternate grey RailRifle model			
Lion7	Grenade launcher			
Lion7	Shields need a rework. Explosive immunity removed and/or utility items can't be used while shield is active			This may need to be merged with Sterben's Shield Durability system
Lion7	[bugfix] RPG sometimes explodes immediately after firing			
Lion7	Clans whose owners are banned should not be in the clan ranking system			
Lion7	Transfer cash from one user to another			
Lion7	remove some phrases from the chat censor			Neapolitan suggest making the censor an option (probably enabled by default)
Vivek	Clan war game mode			
Sterben99	Increase MiniG ammo to 150 per drum, 300 total			
Sterben99	More sounds for weapons			
Sterben99	HUD clean up, too cluttered			
AdnanSkinkaldran	Different bullet impact noises for materials			(chrono commentary) doesn't this already exist? I swear you can set a material type for custom maps and get different hit noises
GloryBandit	Kicks require only 1 vote to pass			Possibly trolling
Sterben99	Scale finch amount proportionally to recieved damage			