Subject: Re: How many ways does a player leave the server?
Posted by xptek on Wed, 01 Mar 2006 04:35:05 GMT

Not sure what this would fall under, but do clients with a "version mismatch" even fully connect to the server? If so, that may be one to consider.

Also, what about "invalid CD key" errors on Gamespy? Assuming that would fall under a console kick.