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Subject: Re: No Gameplay Pending Patch Gameover screen issue

Posted by [reborn](#) on Fri, 11 Nov 2011 10:39:17 GMT

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Jerad Gray wrote on Thu, 10 November 2011 16:24I saw a prior post about game play pending and I was reminded of this issue. Back in 3.4.4 Renegade, if you applied the No Gameplay pending patch to your FDS, and the map ended while no one was in it, the next time a player joined they'd be forced to see the game over screen and then would have to quit and rejoin in order play (this only happens to the first player that joined, and worked fine after that point). This might have been fixed, but I haven't started hosting games with 4.0 yet as it will require a lot of my code to be revised.

If it isn't, you could just halt gameplay until a player joins using a few lines.

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