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Subject: Re: Cheaper units on the stock maps  
Posted by [iRANian](#) on Thu, 12 Jan 2012 00:12:55 GMT

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Spoony wrote on Wed, 11 January 2012 16:53

i think i was the slowest load, and it seemed like the 10-second count started round about the time i finished loading, or maybe just before. but it also said "gameplay starts in 120/90 seconds etc" at the same time it was counting down from 10.

Did it do the 10 second countdown immediately after the map was loaded or did the other players type !ready first? Did the exact same behavior happen on subsequent maps?

I just rechecked the code and every time a new map is loaded I set a switch that's used to check whether the match has been reset to false and I clear the list of people who typed !ready like it's supposed to. My suspicion is that it ignores players who haven't loaded yet (because of how shitty the engine is), I have another method to check if all players typed !ready that should always work, if it is indeed an error with this.

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