Subject: Voting, people that don't vote it should count as a !vote no
Posted by Alkaline on Sun, 08 Feb 2004 20:38:49 GMT
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snipesimoThe vote auto fails if there are less than 5 votes for yes. So your story itself is a lie.
Take your bullshit elsewhere.

Go fuck yourself you fat crusted tunnel rat. I actually run a server instead of shooting my mouth all day. You couldn't even get brenbot working for the longest time incompetent piece of shit. I have seen maps change with just 1 vote so I know wtf I am talking about. Get the fuck outta my thread

Now, back to topic:
In the future versions, it would be good to have the option to force no for people that don't vote i.e. if 32 players are playing and 6 vote yes the map should not change, it would require a minimum of

change vote has been called twice and it failed, the map should not be allowed to change.