
Subject: Blackhand Studios Core Patch 1 PreRelease Announcement

Posted by [Madtone](#) on Tue, 06 Jul 2004 22:51:28 GMT

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Maybe fix some netcode

```
if (j < 0) { // not in the game
  if (netgameoperationmode == 0) {
    if (numplayers == nethostplayers) {
      packbuf[0] = MSG_RSP_GAMEFULL;
      i = 1;
      debugprintf("responding MSG_RSP_GAMEFULL");
    } else {
      i = 0;
      j = netuniqueidtoken++;

      // broadcast the joining of the new player to the rest of the team
      packbuf[0] = 6; // some game-level message specifically used at this point for joiners
      packbuf[1] = j&255;
      packbuf[2] = (j>>8)&255;
      sendpacket(-1,packbuf,3);

      // now add the new player to our game
      multiaddrtostring(&addr, packbuf, 255);
      multiaddplayer(packbuf, j);
      initprintf("A player just joined.\n");
    }
  } else {
    packbuf[0] = MSG_RSP_GAMEINPROG;
    i = 1;
    debugprintf("responding MSG_RSP_GAMEINPROG");
  }
}
```
