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Subject: How many ways does a player leave the server?

Posted by [jonwil](#) on Tue, 28 Feb 2006 13:23:12 GMT

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So far, I know of:

- 1.Exiting renegade normally
- 2.Using the Exit console command (or anything else that involves renegade shutting down suddenly but still giving all classes a chance to shut down correctly)
- 3.Being kicked off by RenGuard closing renegade (or anything else that involves renegade shutting down suddenly without giving classes a chance to shut down correctly)
- 4.Being kicked off using the Kick console command
- 5.Being kicked off by the Nick Explot fixes

Any other ways for a player to leave the server?

Also, for each of these methods, what text string (if any) is output to the server?

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Subject: Re: How many ways does a player leave the server?

Posted by [Kamuix](#) on Tue, 28 Feb 2006 13:50:17 GMT

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Lag out.

Game crashes.

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Subject: Re: How many ways does a player leave the server?

Posted by [Goztow](#) on Tue, 28 Feb 2006 14:36:02 GMT

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Minimise and click exit on renguard. Then it closes Renegade too.

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Subject: Re: How many ways does a player leave the server?

Posted by [jonwil](#) on Tue, 28 Feb 2006 14:54:01 GMT

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Closing RenGuard falls under point 3 on my list.

As does "crashing" (and probably lagging out) since renegade never actually sends the "goodbye" packets (whatever they are) to the server.

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Subject: Re: How many ways does a player leave the server?

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Posted by [Goztow](#) on Tue, 28 Feb 2006 15:14:52 GMT

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F8 -> R%E%N% -> what does this one do?

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Subject: Re: How many ways does a player leave the server?

Posted by [Chronojam](#) on Tue, 28 Feb 2006 15:39:33 GMT

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Not having the next map in a rotation

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Subject: Re: How many ways does a player leave the server?

Posted by [Ma1kel](#) on Tue, 28 Feb 2006 16:45:28 GMT

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Being kicked of by the nickname exploit. I've heard about it, but only experienced it one time.

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Subject: Re: How many ways does a player leave the server?

Posted by [Jecht](#) on Tue, 28 Feb 2006 17:31:16 GMT

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using a registered name in IRC. Might fall under the kicked category though

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Subject: Re: How many ways does a player leave the server?

Posted by [mrpirate](#) on Tue, 28 Feb 2006 17:45:24 GMT

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Minimizing and killing the process.

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Subject: Re: How many ways does a player leave the server?

Posted by [Scythar](#) on Tue, 28 Feb 2006 18:37:29 GMT

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Hmm, I've been playing without no-cd for so long I can't really remember what it says if you remove it while you play...

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Subject: Re: How many ways does a player leave the server?

Posted by [rm5248](#) on Tue, 28 Feb 2006 20:22:00 GMT

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As far as I know, that wouldn't actually do anything. I'm pretty sure that the only things on the CD are the movies.

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Subject: Re: How many ways does a player leave the server?

Posted by [idebo](#) on Tue, 28 Feb 2006 20:29:11 GMT

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Crash?

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Subject: Re: How many ways does a player leave the server?

Posted by [light](#) on Tue, 28 Feb 2006 21:22:05 GMT

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sbbo 1

Ctrl+Alt+Del

Minimise, right click, close

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Subject: Re: How many ways does a player leave the server?

Posted by [WNxCABAL](#) on Wed, 01 Mar 2006 00:26:23 GMT

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Power Cut

Hardware Failure

ISP cuts you off ingame for accessing too much porn

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Subject: Re: How many ways does a player leave the server?

Posted by [Spice](#) on Wed, 01 Mar 2006 01:13:09 GMT

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Most of what you guys suggested fall under his five points.

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Subject: Re: How many ways does a player leave the server?

Posted by [Kamuix](#) on Wed, 01 Mar 2006 02:44:04 GMT

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Someone shoots out your power lines.

Black out.

World blows up.

Paradox.

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Subject: Re: How many ways does a player leave the server?

Posted by [xptek](#) on Wed, 01 Mar 2006 04:35:05 GMT

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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.

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Subject: Re: How many ways does a player leave the server?

Posted by [pvtschlag](#) on Wed, 01 Mar 2006 06:39:22 GMT

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When the person is kicked for idling too long in the join menu. Not sure if it is just like a normal kick.

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Subject: Re: How many ways does a player leave the server?

Posted by [xptek](#) on Wed, 01 Mar 2006 07:03:13 GMT

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I'm pretty sure they're not even 'in' the server at that point.

They join the channel, query RGINFO, and then are given a certain amount of time to join the game before they are removed from the channel.

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Subject: Re: How many ways does a player leave the server?

Posted by [Goztow](#) on Wed, 01 Mar 2006 10:16:49 GMT

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Where does the gamespy "cd key authentication failure" go?

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Subject: Re: How many ways does a player leave the server?

Posted by [Mad Ivan](#) on Wed, 01 Mar 2006 15:54:10 GMT

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Windows Crash.

RenGuard says i am cheating.

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Subject: Re: How many ways does a player leave the server?

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Posted by [EA-DamageEverything](#) on Wed, 01 Mar 2006 22:16:49 GMT

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Kick is Kick no matter if you are kicked by a mod, by abusing protected Nicknames and being kicked for not auth on IRC -or just activate your personal AFKkicker (if set up correct in ssaow.ini).

Another reason= Server restarts automatically/manually.

Horrible reason= Renguard kicks you out of the RGnetwork. All you can read in the console is "Disconnected from the renguard Network" -for an unknown reason!

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Subject: Re: How many ways does a player leave the server?

Posted by [ghost](#) on Sun, 05 Mar 2006 05:53:24 GMT

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light wrote on Tue, 28 February 2006 13:22sbbo 1

Ctrl+Alt+Del

Minimise, right click, close

lol this one seems to be the best

how about just shutting down the PC entirely?

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