Subject: Altered Server.dat for servers.....Retarded?!?
Posted by Kamuix on Sun, 28 May 2006 04:36:03 GMT
View Forum Message <> Reply to Message

I'm talking about the altered server.dat that removes the gameplay pending before at least 1 player is on each team.

Why do all the server owners think its retarded??
This is one thing I do not see anything retarded about?

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by cmatt42 on Sun, 28 May 2006 14:15:36 GMT
View Forum Message <> Reply to Message

Can players destroy buildings while playing before someone else joins? If so, wouldn't that just suck if you were that person joining into a game with only a half-dead building left?

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Kamuix on Sun, 28 May 2006 14:52:19 GMT
View Forum Message <> Reply to Message

No, that happens all the time in a regular game anyway.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Renx on Sun, 28 May 2006 15:57:44 GMT
View Forum Message <> Reply to Message

Except in a regular game one team actually has someone with the ability to defend the base. That doesn't happen in a 1v0 game..

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by JeepRubi on Sun, 28 May 2006 16:22:22 GMT
View Forum Message <> Reply to Message

I think its a cool idea. There should be something that ends the current game as the person is joining, dont know if its possible though.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by luv2pb on Sun, 28 May 2006 16:35:58 GMT
View Forum Message <> Reply to Message

we have it on n00bstories and it is never a problem. By time you can get to the enemy base there are already multiple people in game.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Kamuix on Sun, 28 May 2006 16:51:36 GMT
View Forum Message <> Reply to Message

And when having problems getting people into your game, not n00bstories.
When the first player joins theres a much larger chance of him waiting alot longer for another player to join.
He's going to get bored much faster just standing there
And it gives players a chance to gain recs and stuff while theres no one around.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by trooprm02 on Sun, 28 May 2006 17:06:00 GMT
View Forum Message <> Reply to Message

its dumb...

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by AmunRa on Sun, 28 May 2006 17:06:38 GMT
View Forum Message <> Reply to Message

I always liked it

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Kamuix on Sun, 28 May 2006 17:11:46 GMT
View Forum Message <> Reply to Message

trooprm02 wrote on Sun, 28 May 2006 13:06its dumb...

And you're not LOLOLOL

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Cat998 on Sun, 28 May 2006 19:51:07 GMT
View Forum Message <> Reply to Message

You could also send the gameover command to the server,
when a second player joins the game...

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Sniper_De7 on Sun, 28 May 2006 19:54:43 GMT
View Forum Message <> Reply to Message

why would you play against nobody?

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by trooprm02 on Sun, 28 May 2006 20:57:20 GMT
View Forum Message <> Reply to Message

Sniper_De7 wrote on Sun, 28 May 2006 15:54why would you play against nobody?

thats why its dumb. To gain n00bish points to maybe improve your rank on the server (if it has stats).

point proven, you lose

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Crimson on Sun, 28 May 2006 21:39:06 GMT
View Forum Message <> Reply to Message

I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Kamuix on Sun, 28 May 2006 21:39:52 GMT
View Forum Message <> Reply to Message

Arph!, Its not about playing againsed nobody, Its about getting people into the server faster. Not to mension in DM servers. You miss the point. People are much more likely to join a server that has 1 person in it, than to join a server with 0.

Also when the second last player leaves the server, It stops it from ending, which stops the last person from leaving the server(Most likely)

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by trooprm02 on Mon, 29 May 2006 00:01:42 GMT
View Forum Message <> Reply to Message

Crimson wrote on Sun, 28 May 2006 16:39I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

And how would one send an autogameover message to the server?

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by AmunRa on Mon, 29 May 2006 00:07:48 GMT
View Forum Message <> Reply to Message

trooprm02 wrote on Sun, 28 May 2006 20:01Crimson wrote on Sun, 28 May 2006 16:39I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

And how would one send an autogameover message to the server?

irc script... duh

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by JeepRubi on Mon, 29 May 2006 12:23:09 GMT
View Forum Message <> Reply to Message

Sorry to put tis topic off topic but anyone have a link to the alternate server.dat?

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Goztow on Mon, 29 May 2006 12:35:12 GMT
View Forum Message <> Reply to Message

seems like something mpgaming would have in its downloads section.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by EA-DamageEverything on Mon, 29 May 2006 23:57:18 GMT
View Forum Message <> Reply to Message

Here it is. A small and tiny server.dat patcher. Just copy this into the server dir and run it. It creates a Backup of the original server.dat.

```
File Attachments
1) fix.zip, downloaded 179 times
```

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Goztow on Tue, 30 May 2006 06:28:24 GMT
View Forum Message <> Reply to Message

I prefer the altered server.dat that solves the start button

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Blazer on Tue, 30 May 2006 06:50:30 GMT
View Forum Message <> Reply to Message

1. Join empty server
2. Attack enemy harvester, buildings etc while waiting for harvester dump.
3. More people join.
4. !donate your fat wad of credits to your teammates
5. Flame/med/mrls/arty rush
6. Game over, your team wins.

Great fun, if you are on the team with the cash advantage

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by light on Tue, 30 May 2006 09:55:15 GMT
View Forum Message <> Reply to Message

Blazer wrote on Tue, 30 May 2006 18:501. Join empty server
2. Attack enemy harvester, buildings etc while waiting for harvester dump.
3. More people join.
4. !donate your fat wad of credits to your teammates
5. Flame/med/mrls/arty rush
6. Game over, your team wins.

Great fun, if you are on the team with the cash advantage
Guess that's the reward for being the first to join and get a game going. Doesn't seem like such a bad system to me.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by pig2cat on Tue, 30 May 2006 14:07:31 GMT

Blazer wrote on Tue, 30 May 2006 02:501. Join empty server
2. Attack enemy harvester, buildings etc while waiting for harvester dump.
3. More people join.
4. !donate your fat wad of credits to your teammates
5. Flame/med/mrls/arty rush
6. Game over, your team wins.

Great fun, if you are on the team with the cash advantage

ahem
i thougd this thread was about, when a second person joins, the game and ur creds restart?

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by trooprm02 on Wed, 31 May 2006 19:27:45 GMT

AmunRa wrote on Sun, 28 May 2006 17:07trooprm02 wrote on Sun, 28 May 2006 20:01Crimson wrote on Sun, 28 May 2006 16:39I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

And how would one send an autogameover message to the server?

irc script... duh

Doesn't that still need someone on IRC? Could you somehow make the server restart itself once more than 1 person is in the server?

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by dead6re on Mon, 05 Jun 2006 10:43:56 GMT

You could make a scripts.dll do this.

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by Spoony on Mon, 05 Jun 2006 14:12:32 GMT
View Forum Message <> Reply to Message

Completely inbalances the game

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Sensitive on Mon, 05 Jun 2006 21:36:43 GMT
View Forum Message <> Reply to Message

MaidenTy1 wrote on Mon, 05 June 2006 09:12Completely inbalances the game

no...............

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by trooprm02 on Tue, 06 Jun 2006 23:55:53 GMT
View Forum Message <> Reply to Message

dead6re wrote on Mon, 05 June 2006 05:43You could make a scripts.dll do this.

not me persay, but could someone else make 1 to acompany the altered file?

BTW, the altered file is really outdated and doesn't even allow semi-new server commands like !bl etc...

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Whitedragon on Wed, 07 Jun 2006 00:08:38 GMT
View Forum Message <> Reply to Message

trooprm02 wrote on Tue, 06 June 2006 19:55dead6re wrote on Mon, 05 June 2006 05:43You could make a scripts.dll do this.TW, the altered file is really outdated and doesn't even allow semi-new server commands like !bl etc...

That has nothing to do with server.dat and the no gameplay pending patch has no effect on it.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by trooprm02 on Wed, 07 Jun 2006 20:09:04 GMT
View Forum Message <> Reply to Message

It does because I patched mine, went ingame and that command was not avaible, changed it back, command avaible

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Whitedragon on Wed, 07 Jun 2006 22:31:54 GMT
View Forum Message <> Reply to Message

I made that command, i know what im talking about. A server.dat patch like this wont effect it.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by trooprm02 on Sat, 10 Jun 2006 02:06:58 GMT
View Forum Message <> Reply to Message

trooprm02 wrote on Wed, 07 June 2006 15:09It does because I patched mine, went ingame and that command was not avaible, changed it back, command avaible

Ok, so then why is that so^

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by Whitedragon on Sat, 10 Jun 2006 03:05:10 GMT
View Forum Message <> Reply to Message

It isnt so. In fact the server i use to test SSAOW is using the no gameplay pending patch.

Subject: Re: Altered Server.dat for servers.....Retarded?!?
Posted by dead6re on Sat, 10 Jun 2006 06:31:08 GMT
View Forum Message <> Reply to Message

Whitedragon wrote on Tue, 06 June 2006 20:08trooprm02 wrote on Tue, 06 June 2006 19:55dead6re wrote on Mon, 05 June 2006 05:43You could make a scripts.dll do this.TW, the altered file is really outdated and doesn't even allow semi-new server commands like !bl etc...

That has nothing to do with server.dat and the no gameplay pending patch has no effect on it.

Sorry, I didn't make myself clear. I was refering to the aut-gameover OR reset credits such like when someone elses joins the game.