
Subject: fds question

Posted by [Deathz0r](#) on Fri, 11 May 2007 00:35:54 GMT

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any idea how to make the FDS let then game start when only one person joins? (i know this sounds stupid but i just want to know)

??

Subject: Re: fds question

Posted by [Yrr](#) on Fri, 11 May 2007 00:58:14 GMT

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set player limit to 1

Subject: Re: fds question

Posted by [BlueThen](#) on Fri, 11 May 2007 01:06:56 GMT

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There's a file to let it do that without setting the player limit... I have it... but too lazy to upload. DX

Subject: Re: fds question

Posted by [Genesis2001](#) on Fri, 11 May 2007 02:40:43 GMT

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No gameplay pending mod -> <http://www.game-maps.net/index.php?action=file&id=458>

Image from <http://www.game-maps.net/>

-MathK1LL

Subject: Re: fds question

Posted by [Deathz0r](#) on Fri, 11 May 2007 03:06:59 GMT

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thanx man

Subject: Re: fds question

Posted by [Goztow](#) on Fri, 11 May 2007 06:32:49 GMT

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It's pretty annoying though, when a 2nd player joins and half of his base is already dead. It also is a stupid thing to do regarding the renegade ranks.

Subject: Re: fds question

Posted by [Yrr](#) on Fri, 11 May 2007 10:21:54 GMT

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That's why my mod blocks any damage and other things while there is only one player on the server

Subject: Re: fds question

Posted by [Cat998](#) on Fri, 11 May 2007 12:59:01 GMT

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And when all players left the server and leave an half destroyed based back, the next one that joins still gets that half damaged base then

Subject: Re: fds question

Posted by [jnz](#) on Fri, 11 May 2007 17:51:26 GMT

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When everyone leaves the game the maps ends...

Subject: Re: fds question

Posted by [Cat998](#) on Fri, 11 May 2007 18:19:04 GMT

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I was talking about Nekus Ressurrection mod...

Subject: Re: fds question

Posted by [Yrr](#) on Fri, 11 May 2007 18:28:55 GMT

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Cat998 wrote on Fri, 11 May 2007 14:59And when all players left the server and leave an half destroyed based back, the next one that joins still gets that half damaged base then

This will be changed in future: When the game enters warm-up state (one team has no players), the game will end after 5 minutes.

Subject: Re: fds question

Posted by [Cat998](#) on Fri, 11 May 2007 19:46:44 GMT

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end it after 2-3 minutes, and just reload the map, don't switch to the next already
nah, put the minutes into the config, that's the best thing
