Subject: Problem With Server, <Game> State Changed
Posted by SniperKitten on Fri, 25 Jun 2010 19:46:13 GMT
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i just put resurrection, on my server, and when ever i join my server or anyone, the Renegade
Master Server Says

Player Sbhkitten joing the game
Host: Player 'Sbhkitten" uses Renegade Resurrection 1.1.2 <download at www.icefinch.net>
<Game> state change to interrupted'.
Host: The game was interrupted because there are no enemies.

So with this, do i have to wait for someone eles to join on the enemy team to start playing?
because i do have the 1 Person Server.dat Playable download. Please help.

Subject: Re: Problem With Server, <Game> State Changed
Posted by zeratul on Fri, 25 Jun 2010 20:16:18 GMT
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SniperKitten wrote on Fri, 25 June 2010 13:46'.
Host: The game was interrupted because there are no enemies.
.
Well this is just drawing from little knowledge of servers so im gonna say this DOES mean
somone else has to be on the other team

SniperKitten wrote on Fri, 25 June 2010 13:46
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you answered your own question it seems

im only saying this from common sense...

cause i know almost nothing about servers

Subject: Re: Problem With Server, <Game> State Changed
Posted by Goztow on Mon, 28 Jun 2010 06:55:51 GMT
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SniperKitten wrote on Fri, 25 June 2010 21:46i just put resurrection, on my server, and when ever
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Are you sure the modified server.dat is compatible with RR?

Subject: Re: Problem With Server, <Game> State Changed
Posted by cAmpa on Mon, 28 Jun 2010 08:21:03 GMT
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You can set the emptyTeamBehaviour in /resurrection/server.cfg.

Subject: Re: Problem With Server, <Game> State Changed
Posted by Ethenal on Tue, 20 Jul 2010 22:24:52 GMT
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Goztow wrote on Mon, 28 June 2010 01:55SniperKitten wrote on Fri, 25 June 2010 21:46i just put
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Are you sure the modified server.dat is compatible with RR?
That's your problem... you replaced the server.dat that's made for the regular FDS - RR
incorporates a "gameplay pending fix" by itself. You probably erased RR entirely to be honest, but
I'm not sure how it modifies the FDS.