Subject: No Gameplay Pending Patch Gameover screen issue
Posted by Jerad2142 on Thu, 10 Nov 2011 21:24:48 GMT
View Forum Message <> Reply to Message

I saw a prior post about game play pending and I was reminded of this issue. Back in 3.4.4 Renegade, if you applied the No Gameplay pending patch to your FDS, and the map ended while no one was in it, the next time a player joined they'd be forced to see the game over screen and then would have to quit and rejoin in order play (this only happens to the first player that joined, and worked fine after that point).
This might have been fixed, but I haven't started hosting games with 4.0 yet as it will require a lot of my code to be revised.

Subject: Re: No Gameplay Pending Patch Gameover screen issue
Posted by C C_guy on Thu, 10 Nov 2011 21:56:32 GMT
View Forum Message <> Reply to Message

you said : Back in 3.4.4 Renegade, if you applied the No Gameplay pending patch to your FDS, and the map ended while no one was in it, the next time a player joined they'd be forced to see the game over screen and then would have to quit and rejoin in order play (this only happens to the first player that joined, and worked fine after that point).

Funny because i never had this issue at all with 3.4.4 on my server. thats an odd situation you've had there lol.

Subject: Re: No Gameplay Pending Patch Gameover screen issue
Posted by iRANian on Thu, 10 Nov 2011 22:29:56 GMT
View Forum Message <> Reply to Message

I've had this happen with 3.4.4 + no gameplay pending patch too.

Subject: Re: No Gameplay Pending Patch Gameover screen issue
Posted by Lone0001 on Thu, 10 Nov 2011 23:17:51 GMT
View Forum Message <> Reply to Message

I have had this problem as well, I'm also wondering if this is fixed.

Subject: Re: No Gameplay Pending Patch Gameover screen issue
Posted by reborn on Fri, 11 Nov 2011 10:39:17 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Thu, 10 November 2011 16:24I saw a prior post about game play pending

and I was reminded of this issue. Back in 3.4.4 Renegade, if you applied the No Gameplay pending patch to your FDS, and the map ended while no one was in it, the next time a player joined they'd be forced to see the game over screen and then would have to quit and rejoin in order play (this only happens to the first player that joined, and worked fine after that point). This might have been fixed, but I haven't started hosting games with 4.0 yet as it will require a lot of my code to be revised.

If it isn't, you could just halt gameplay until a player joins using a few lines.

Subject: Re: No Gameplay Pending Patch Gameover screen issue
Posted by Jerad2142 on Sun, 13 Nov 2011 07:08:16 GMT
View Forum Message <> Reply to Message

C C_guy wrote on Thu, 10 November 2011 14:56
Funny because i never had this issue at all with 3.4.4 on my server. thats an odd situation you've had there lol.
Round ended with no players in game?

reborn wrote on Fri, 11 November 2011 03:39
If it isn't, you could just halt gameplay until a player joins using a few lines.
Yeah we already do that, just seems like a corny fix, especially if all the players left because they dislike the map, and won't rejoin tell the map changes.

Subject: Re: No Gameplay Pending Patch Gameover screen issue
Posted by StealthEye on Mon, 21 Nov 2011 03:17:16 GMT
View Forum Message <> Reply to Message

Added to the todo list, but it's not a large priority, so it will not be part of the next release.