Subject: Voting, people that don't vote it should count as a !vote no
Posted by Alkaline on Sat, 07 Feb 2004 02:22:58 GMT
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This is big problem on my server, too many people join in and start a vote to change map. Since a lot of people don't vote the person usually wins and there maybe 32 players on the server with only 1 !vote yes...

This can be hella annoying, esp. if the person keeps on vooting. Can you make it so that its the same way as castle wolf? Where if you do not vote, it counts as a vote no. THen when people REALLY want to change map it will change the map.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by snipesimo on Sat, 07 Feb 2004 03:46:50 GMT
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The vote auto fails if there are less than 5 votes for yes. So your story itself is a lie. Take your bullshit elsewhere.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by egg098 on Sun, 08 Feb 2004 15:35:58 GMT
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If that were done then people wouldn't be able to be undecided about it! A !votehalt or equivelant function would stop spam votes though if that's being thought about

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Alkaline on Sun, 08 Feb 2004 20:38:49 GMT
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snipesimoThe vote auto fails if there are less than 5 votes for yes. So your story itself is a lie. Take your bullshit elsewhere.

Go fuck yourself you fat crusted tunnel rat. I actually run a server instead of shooting my mouth all day. You couldn't even get brenbot working for the longest time incompetent piece of shit. I have seen maps change with just 1 vote so I know wtf I am talking about. Get the fuck outta my thread

Now, back to topic:
In the future versions, it would be good to have the option to force no for people that don't vote i.e. if 32 players are playing and 6 vote yes the map should not change, it would require a minimum of

change vote has been called twice and it failed, the map should not be allowed to change.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by mac on Sun, 08 Feb 2004 20:57:54 GMT
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As far as I remember, it requires 25% of all people to vote either yes or not. If the yes votes are more than no votes, the vote passes.

I don't see any reason to change that that ratio.

Alkaline, keep that profanity out of my forum please.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by zunnie on Sun, 08 Feb 2004 22:56:43 GMT
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macAs far as I remember, it requires 25% of all people to vote either yes or not. If the yes votes are more than no votes, the vote passes.

I don't see any reason to change that that ratio.

Alkaline, keep that profanity out of my forum please.

I must agree with Alkaline here.

If your on a 40 player server winning with 20 minutes remaining and some dork on the losing team does !vote map <mapname> and only 2 !vote yes and the other 38 dont vote at all, the map changes and thats really gay. I mean, you fought for it ingame to win and relax/snipe/pointwhore the next 20 minutes, its not fair if a 2x !vote yes is enough to change the map.

[zunnie]

Subject: Voting, people that don't vote it should count as a !vote no
Posted by snipesimo on Mon, 09 Feb 2004 00:49:32 GMT
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Alkaline, you sir are an idiot. I won't even waste time posting an intelligent post because you would never be able to comprehend it.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Alkaline on Mon, 09 Feb 2004 01:59:05 GMT

STFU snipesmo your a total FAGGOT. YOU bullshit theory is the one that wrong, people that run servers don't have to go by theories you retarded jackass. Take your crap and get the hell out of this forum, you don't even run a server stupid shit.

mac, if you don't belive us I can post the log files, perhaps there is a bug in the code. But I have seen this various times, as long as Yes votes are more than no votes, the vote passes. However, for vote kicking, the 25% ratio works SOMETIMES, other times I have seen the same 1 person says vote kick and and the other 31 don't say anything, the person gets kicked.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by snipesimo on Mon, 09 Feb 2004 02:13:58 GMT

Running a server is unrelated to someone's knowledge, this can be seen because you run a server but your still a dipshit. I stand corrected that what I saw was just a fluke because the only BRenBot server I moderate is n00bstories and I saw the votes all say 5 needed because its an 8 player server. I have a well respected opinion, and you don't. Mac has asked you to stop cussing and also told you that you are mistaken. Please, do us all a favor and end this (yet another) one of your bullshit threads. Also, I agree no one has to listen to me OR believe me, but I am still entitled to try to help and give my opinion, because you ARE NOT the only person in the world, and your opinion of me is not the opinion all have.

I would also like to point out that just like ALL the other threads you ever try to start, this one will probably be locked just like the rest of them. That says more about you then it does about me. :rolleyes:

Subject: Voting, people that don't vote it should count as a !vote no
Posted by mac on Mon, 09 Feb 2004 02:40:35 GMT

Alkaline

mac, if you don't belive us I can post the log files, perhaps there is a bug in the code. But I have seen this various times, as long as Yes votes are more than no votes, the vote passes. However, for vote kicking, the 25% ratio works SOMETIMES, other times I have seen the same 1 person says vote kick and and the other 31 don't say anything, the person gets kicked.

You're mistaking the vote kick code with the vote map code. This is a seperate code. The vote map code has this 25% ratio. And it works. I am not sure about the vote kick code, it has a much more complex code on deciding if a poll should pass. You might be right there, but Blazer knows it more than I do, since he wrote it.

And again, please put your argument to PM and do not let me lock this topic.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Alkaline on Mon, 09 Feb 2004 05:39:41 GMT
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ok go on beliving it works :rolleyes:
I guess I'll have to contact blazer then because you obviously can't fix what you don't think is broken.

Snipesmo, the reason my threads get locked is because an asshole like you has to come and start shit up. I posted a simple thread, you come not knowing anything and being the asshat that you are start posting a ridiculous claim which is false. So why don't you do yourself a favor and stay the fuck outta my threads from now on, because all you want to do is start shit up which is totally out of order.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Crimson on Mon, 09 Feb 2004 09:36:12 GMT
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Alkaline, if you do not stop disrespecting mac and these forums pretty damn soon, you will find yourself looking elsewhere for support.

I run 6 servers with BRenBot and mac runs more, so I think if there were a bug, we'd know about it.

In the off chance that we don't, prove it instead of being a disrespectful ass to everyone.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by exnyte on Mon, 09 Feb 2004 11:18:01 GMT
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zunnieIf your on a 40 player server winning with 20 minutes remaining and some dork on the losing team does !vote map <mapname> and only 2 !vote yes and the other 38 dont vote at all, the map changes and thats really gay.

What does it matter? If you're winning and someone on the losing team votes to change the map and it passes, you still win. I don't see the problem...

Subject: Voting, people that don't vote it should count as a !vote no
Posted by snipesimo on Mon, 09 Feb 2004 11:45:56 GMT
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If you look at my first post all I did was post my 2 cents and called your claim bullshit. If you can't take critisicm then you won't make it far. Besides, your the one that started the shit. Your the type who thinks the world is wrong and you are right, but EVERYONE but YOU knows that isn't true.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Alkaline on Mon, 09 Feb 2004 18:03:35 GMT
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crimson, you need to cool it. I'm not insulting mac (how can you even say this?), he just doens't belive me. In fact as soon as I get home I'm going to start a vote to change map on your server, and as long there are more yeses than no's map will change here are some logs from brenbot:

RIGA=[UN]=: !vote map cyclemap
Host: [BR] Vote initiated by RIGA=[UN]= to change to the next map.
Host: [BR] To vote type !vote yes or !vote no . You have 60 seconds to vote.
RIGA=[UN]=: !vote yes
timmy534: hey crazy
timmy534: lol
timmy534: server went funky huh?
HTCrazy: !setjoin w00000000000000000000ttttttttttttttt!!!!!!!!!!!!!!!!!!!!!!!!
Host: [BR] HTCrazy, your join message has been set.
timmy534: !setjoin w00t
Host: [BR] timmy534, your join message has been set.
timmy534: lol
HTCrazy: oi
Host: This server is running WOLSpy v1.0.11 by djlaptop. http://www.beaconpedestal.com
Host: [BR] Voting period over.
Host: [BR] YES: 1 NO: 0
Host: [BR] The vote passed.
Host: [BR] Switching to next map in rotation.
Terminating game on demand...

There were 29 players playing, only 1 person votted, map was changed.

Here is another example where duplicate votes WERE not discarded:
WoT]DrThrax[Lead][NL]: whats special aout his one
DRAGONICE-Assassin: Does this server have the slap command?
[WoT]DrThrax[Lead][NL]: !vote map C&C_FieldTs
Host: [BR] Vote initiated by [WoT]DrThrax[Lead][NL] to change the next map to C&C_FieldTS.mix
Host: [BR] To vote type !vote yes or !vote no . You have 60 seconds to vote.
[WoT]DrThrax[Lead][NL]: !vote yes
Player mootzz left the game
DRAGONICE-Assassin: !vote yes
Player [oZ][Marco]88[polo] joined the game
[WoT]DrThrax[Lead][NL]: !vote yes
[WoT]DrThrax[Lead][NL]: !vote yes
[WoT]DrThrax[Lead][NL]: !vote yes
[Team][WoT]DrThrax[Lead][NL]: !vote yes
[Team][WoT]DrThrax[Lead][NL]: !vote yes
[WoT]DrThrax[Lead][NL]: !vote yes
Host: [BR] Voting period over.
Host: [BR] YES: 8 NO: 0

Host: [BR] The vote passed.
Host: [BR] Setting next map to C&C_FieldTS.mix.
Terminating game on demand...
 Look it was supposed to be only 3 unique votes but it counted each vote from the same player :rolleyes: 32 players were in the game...

Yet another example where dupe votes were not discarded:

[WoT]DrThrax[Lead][NL]: !vote map C&C_Woodland
Host: [BR] Vote initiated by [WoT]DrThrax[Lead][NL] to change the next map to C&C_Woodland.mix
Host: [BR] To vote type !vote yes or !vote no . You have 60 seconds to vote.
Player [-=MYSTIK=-]A$$aSIN left the game
Host: [BR] Get the custom maps! http://www.unrules.com server is running new maps.
[WoT]DrThrax[Lead][NL]: !vote yes
[Team]ta3001: LET THEM FINISH EM..
[WoT]DrThrax[Lead][NL]: !vote yes
[WoT]DrThrax[Lead][NL]: !vote yes
[WoT]DrThrax[Lead][NL]: !vote ye
[WoT]DrThrax[Lead][NL]: plz vtoe yes
Player Solidsnake1982 joined the game
Host: [BR] Solidsnake1982 joined the game, wow what an bummer for his teammates (4 recommendations)
[WoT]DrThrax[Lead][NL]: !vote yes
Host: [BR] Voting period over.
Host: [BR] YES: 4 NO: 0
Host: [BR] The vote passed.
Host: [BR] Setting next map to C&C_Woodland.mix.
Terminating game on demand...
[Team][JC]Efrum: shit
omegavolt=[UN]=: thats a good shot you got there Critter.
Host: This server is running WOLSpy v1.0.11 by djlaptop. http://www.beaconpedestal.com
Loading level C&C_Woodland.mix

Perhaps its a problem with long names? or the '[]' chars?

I'm going to post a bug thread, but as you can see there is a significant problem with the voting system, whether you choose to acknowledge it or not. Please don't go around saying something works when it doesn't. If you think this is an insult (or crimson does the thinking for you) then this was not my intetion.

As for snipe, can somone ban him/stop him from posting in my threads? Every time I start a thread he has to post his crap in it which is always b.s.

Subject: Voting, people that don't vote it should count as a !vote no

Posted by Alkaline on Mon, 09 Feb 2004 18:06:36 GMT

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zunniemacAs far as I remember, it requires 25% of all people to vote either yes or not. If the yes votes are more than no votes, the vote passes.

I don't see any reason to change that that ratio.

Alkaline, keep that profanity out of my forum please.

I must agree with Alkaline here.

If your on a 40 player server winning with 20 minutes remaining and some dork on the losing team does !vote map <mapname> and only 2 !vote yes and the other 38 dont vote at all, the map changes and thats really gay. I mean, you fought for it ingame to win and relax/snipe/pointwhore the next 20 minutes, its not fair if a 2x !vote yes is enough to change the map.

[zunnie]

Yes exactly I have seen this more and more and had to turn off voting because of the abuse. But mac this we are bullshitting and that the bot works fine so can you post some logs from your brenbot html folder?

___

Subject: Voting, people that don't vote it should count as a !vote no
Posted by mac on Mon, 09 Feb 2004 18:54:11 GMT

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Alkaline
Perhaps its a problem with long names? or the '[]' chars?

It's a problem with these GSA name characters. Usually, brenbot discards duplicate votes. But not when it has these characters in it. It's a known bug that I just remembered.

Still, it should only switch maps when 25% of all players (duplicate or not) have participated. Been a long time since I looked into this.

___

Subject: Voting, people that don't vote it should count as a !vote no
Posted by snipesimo on Mon, 09 Feb 2004 20:06:45 GMT

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Trust my Alkaline, You are the only one around who has a problem with my. And by looking at your thread in the server admin forums you can see that you seem to be mixed up. you are the one everyone wants banned. Also, your name means base.

___

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Alkaline on Mon, 09 Feb 2004 23:22:32 GMT
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snipesimoTrust my Alkaline, You are the only one around who has a problem with my. And by looking at your thread in the server admin forums you can see that you seem to be mixed up. you are the one everyone wants banned. Also, your name means base.

Most of the people that want me banned have been smoked by me one way or the other because I don't put up with their crap. Your are one of them because your post shit, and I turn around and throw it right back at your face. Each one of my posts is 100% justified, accurate, and I backed it up with proof.

Prime example, you come here and say auto vote works fine, I post logs showing IT DOESN'T. Zunnie who also runs a servers shows that voting doesn't work properly, so who is the bullshiter here? YOU.

The voting 25% code probably does not work when the server has GSA players with long names, it seems the [] are the ones that are the ones causing the problem.

I also can't post in the server owners forums because crimson did not give me access, so while a post me be moved there I have no way to respond/view it :rolleyes:

Subject: Voting, people that don't vote it should count as a !vote no
Posted by snipesimo on Mon, 09 Feb 2004 23:28:44 GMT
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Thats probably why you didn't yell at me when I posted your IP in there for everyone to ban you. Also, this poast is just another one of your dirty lies. Everyone hates you becasue you NEVER post proof. It took you half this topic to finally post your logs. Also, I already admitted I was mistaken and it was only a coincidence.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Alkaline on Tue, 10 Feb 2004 02:00:33 GMT
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snipesimoThats probably why you didn't yell at me when I posted your IP in there for everyone to ban you. Also, this poast is just another one of your dirty lies. Everyone hates you becasue you NEVER post proof. It took you half this topic to finally post your logs. Also, I already admitted I was mistaken and it was only a coincidence.

Then wtf are those logs saying you fucking moron? How is this a lie? YOur the damn liar. NAME 1 time, 1 time where I did not backup my cliam with proof shitwank. Hell I proved more dumbasses here wrong that they will never mess with me again. You yahoos still wodnering wtf a copyright is...

You just admited now, that you are wrong, you should have never have posted in the first place with a line beging to be flamed by me.
Only ones that have a problem with a tards that don't shit or have there shit mistaken. I fix them up real quick. I don't take crap form no one you little asshole kid.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by snipesimo on Tue, 10 Feb 2004 02:06:57 GMT
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#1: Age is no relation to this argument
#2: I was admitting I was wrong overall in relation to the topic, I didn't know when I made the first post.
#3: You did NOT post logs in your original post, hence another reason I didn't beleive you when I made my reply.

My first post was wrong, but otherwise your still a fucktard.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Rici1981 on Fri, 13 Feb 2004 18:09:50 GMT
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but with 5 min yes votes are also wrong. on our server the vote pass also if they vote 3 for yes

(18:59) (@UNITCCR) VOTE: Total GDI yes votes: 1
(18:59) (@UNITCCR) VOTE: Total GDI no votes: 1
(18:59) (@UNITCCR) VOTE: Total NOD yes votes: 2
(18:59) (@UNITCCR) VOTE: Total NOD no votes: 0
(18:59) (@UNITCCR) VOTE: Total Players : 40
(18:59) (@UNITCCR) VOTE: Total NOD Players : 19
(18:59) (@UNITCCR) VOTE: Total GDI Players : 20
(18:59) (@UNITCCR) VOTE: Vote Starters Team is NOD
(18:59) (@UNITCCR) VOTE: Vote Target Team is NOD
(18:59) (@UNITCCR) VOTE: Vote was to kick a TEAM-MATE...using forumla 1
(18:59) (@UNITCCR) Host: [BR] Voting period over.

(18:59) (@UNITCCR) Host: [BR] The vote passed.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by zunnie on Fri, 13 Feb 2004 20:16:26 GMT
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majikentzunnieIf your on a 40 player server winning with 20 minutes remaining and some dork on the losing team does !vote map <mapname> and only 2 !vote yes and the other 38 dont vote at all, the map changes and thats really gay.

What does it matter? If you're winning and someone on the losing team votes to change the map and it passes, you still win. I don't see the problem...

Obviously , you havent been playing Renegade for a long time yet.
Its the GAME thats fun, not the winning alone. While your teams kicks the other teams ass, you can do stuff whatever you would like, pointwhore, sniper their sorry asses, or just do nothing and repair hte tanks a bit or something. I always start a sniping spree ^^

And about the !vote kick, ive had it a couple of times that some completely dumb f*ckface retarded n00b started a !vote kick against me. I always leave the server then JUST IN CASE, even though everyone will do !vote no cos most of them know i dont cheat, because it wont be the first time i get kicked somewhere when only 1 or 2 people voted yes and the rest voted no or not at all :S

[zunnie]

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Alkaline on Sun, 15 Feb 2004 06:59:39 GMT
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Rici1981but with 5 min yes votes are also wrong. on our server the vote pass also if they vote 3 for yes

(18:59) (@UNITCCR) VOTE: Total GDI yes votes: 1
(18:59) (@UNITCCR) VOTE: Total GDI no votes: 1
(18:59) (@UNITCCR) VOTE: Total NOD yes votes: 2
(18:59) (@UNITCCR) VOTE: Total NOD no votes: 0
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(18:59) (@UNITCCR) VOTE: Vote was to kick a TEAM-MATE...using forumla 1
(18:59) (@UNITCCR) Host: [BR] Voting period over.

(18:59) (@UNITCCR) Host: [BR] The vote passed.

are you running a wol server or GSA? if WOL, then looks like the problem goes beyond just names in GSA and it is a symantec error in the code...

Subject: Voting, people that don't vote it should count as a !vote no
Posted by exnyte on Sun, 15 Feb 2004 07:14:30 GMT
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zunnieObviously , you havent been playing Renegade for a long time yet.

Its the GAME thats fun, not the winning alone. While your teams kicks the other teams ass, you can do stuff whatever you would like, pointwhore, sniper their sorry asses, or just do nothing and repair hte tanks a bit or something. I always start a sniping spree ^^

I've been playing this game online for quite some time. I've had the game itself since it came out. I know it's the GAME that is fun, but part of the game is to WIN. It is nice to have a little freedom near the end of the game, of course I would never do most of the things you listed since they don't do anything to help the TEAM, even if you're already leading by a decisive margin. You sitting there point-whoring off of the only remain building for the remainder of a game, or picking off freebie soldiers just to raise your kill count is no better than the person who is doing the !vote map on the losing team. In fact, I don't blame the person for not wanting to sit through that. If you know you're going to win, you should just finish them off and start the next map, and the next challenge. No point in prolonging the inevitable.

Subject: Voting, people that don't vote it should count as a !vote no
Posted by Rici1981 on Sun, 22 Feb 2004 09:38:46 GMT
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AlkalineRici1981but with 5 min yes votes are also wrong. on our server the vote pass also if they vote 3 for yes

(18:59) (@UNITCCR) VOTE: Total GDI yes votes: 1
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(18:59) (@UNITCCR) Host: [BR] The vote passed.

are you running a wol server or GSA? if WOL, then looks like the problem goes beyond just names in GSA and it is a symantec error in the code...

yes we are in wol

Subject: Voting, people that don't vote it should count as a !vote no
Posted by ch4ever on Sun, 22 Feb 2004 23:43:36 GMT
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snipesimo you shouldn't say anything if you don't test it before because i have also the same

problem and i'm running my server in WOL.

ch4ever

Posted by snipesimo on Mon, 23 Feb 2004 20:10:17 GMT
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I post what I know, if what I know is wrong so be it. I have already admitted the voting has problems, thanks for reviving this. :rolleyes: