StealthEye wrote on Wed, 11 July 2012 17:26I like the idea of just having the server wait at the end of the map loading, assuming that the server at that point actually knows whether players have loaded (I'm not sure if that is the case, but I think it can be made to be that way). We could have it wait for all players to load up to a configured timeout value.

Just a little tweak to have the map have a minimum load time would be great. An extra 5 seconds would be enough for me (and most?), then people without TT are not given an advantage etc.

Naturally the people who load for like 30 seconds will still have to join late.