Subject: Win by opposing team abandoning field?
Posted by flyingfox on Fri, 22 Apr 2005 19:02:57 GMT
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I was reading through strings.tdb and found an entry under how the game is won, which said "by opposing team abandoning field" well, I've never seen it happen. does it happen when there have been more than a certain amount of people in the game, then they all leave? or is there a way to make it usable? right now I think its replacement is a win by server shutdown (everyone leaves).

Subject: Win by opposing team abandoning field?
Posted by Naamloos on Fri, 22 Apr 2005 20:17:39 GMT
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Probably one of the many un-used strings.

Subject: Win by opposing team abandoning field?
Posted by IRON FART on Wed, 04 May 2005 04:49:49 GMT
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Maybe it was to do with a game mode that was never put into use.

Subject: Win by opposing team abandoning field?
Posted by Kanezor on Wed, 04 May 2005 16:58:41 GMT
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I would venture a guess that that string would be used if all of your opposing forces left the game. If you notice, it currently says in such a case that you win by "server shutdown", which although it's partly true because the map just ended abruptly... it's not really true because the server still goes on.

Subject: Re: Win by opposing team abandoning field?
Posted by Lijitsu on Thu, 16 Jun 2005 13:03:34 GMT
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That was probably supposed to be in the Deathmatch mode, when you think about it. I mean, in CTF you can still have troubles getting the enemy flag if the defenses are still up and you have no vehicles, and in C&C mode its pretty much the same thing. Base defenses still up? No vehicles? Get a drink, this will take some time. Atleast if you dont have masses of advanced players, that is. ()Oh... Damn, didnt mean to bump this thread. Used to the General Chat forum... Sorry.()

Subject: Re: Win by opposing team abandoning field?
Posted by danpaul88 on Sat, 25 Jun 2005 12:52:03 GMT
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lol, base defenses are easy to take out...1 apc + 1 hotwire = no more base defense if theres no-one on the enemy team to stop you...

Subject: Re: Win by opposing team abandoning field?
Posted by Lijitsu on Sat, 25 Jun 2005 21:56:28 GMT
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Lijitsu wrote on Thu, 16 June 2005 09:03Base defenses still up? No vehicles? Get a drink, this will take some time. Atleast if you dont have masses of advanced players, that is.
Read ALL of someones post before you make a remark.

Subject: Re: Win by opposing team abandoning field?
Posted by zunnie on Tue, 28 Jun 2005 22:16:20 GMT
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Kanezor wrote on Wed, 04 May 2005 12:58I would venture a guess that that string would be used if all of your opposing forces left the game. If you notice, it currently says in such a case that you win by "server shutdown", which although it's partly true because the map just ended abruptly... it's not really true because the server still goes on.

I think thats a very logic assumption O.O

Subject: Re: Win by opposing team abandoning field?
Posted by danpaul88 on Tue, 28 Jun 2005 22:27:29 GMT
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Lijitsu wrote on Sat, 25 June 2005 17:56Lijitsu wrote on Thu, 16 June 2005 09:03Base defenses still up? No vehicles? Get a drink, this will take some time. Atleast if you dont have masses of advanced players, that is.
Read ALL of someones post before you make a remark.

lol, i did read it but i was tired and probably read what I wanted 2 read

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