
Subject: bug with idle server

Posted by [halo2pac](#) on Sat, 28 Feb 2009 16:47:13 GMT

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Ok say you host a server.

No players are in it for a few hours...

Then when you or some other player wants to join, they join and instantly it says the game is over. It is not really just ending because the time ran out or base was destroyed...

So you quit and join again and you've just joined in the middle of the game (like 15 min into an empty server).

Is this bug fixable?

Subject: Re: bug with idle server

Posted by [StealthEye](#) on Sat, 28 Feb 2009 17:29:18 GMT

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Wasn't that bug fixed in some older scripts.dll version or something? As I remember getting that a lot before but now I haven't had it in ages...

Subject: Re: bug with idle server

Posted by [Lone0001](#) on Sat, 28 Feb 2009 17:44:10 GMT

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That's a bug with the Gameplay-Pending Patch I think and no it IS NOT fixed.

Subject: Re: bug with idle server

Posted by [Ghostshaw](#) on Sat, 28 Feb 2009 18:11:52 GMT

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Its not a bug, its what the no-gameplay pending fix does...

Subject: Re: bug with idle server

Posted by [Veyrdite](#) on Mon, 02 Mar 2009 10:11:45 GMT

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If you join some servers, the immediate game-over is followed by a match where all objects but yourself are invisible until you re-join.

Subject: Re: bug with idle server

Posted by [Jerad2142](#) on Mon, 02 Mar 2009 14:31:30 GMT

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You guys just need to disable gameplay pending, look in the server section of Renforums. What is happening is that when you join, the server goes, "Hey look, there is a guy on GDI, but everyone must off quit Nod" so it proclaims you the winner thinking that your awesomeness made the entire Nod team quit...

Subject: Re: bug with idle server

Posted by [Carrierll](#) on Mon, 02 Mar 2009 17:25:56 GMT

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Jerad Gray wrote on Mon, 02 March 2009 14:31... so it proclaims you the winner thinking that your awesomeness made the entire Nod team quit...

This has happened to me sooo many times...

Subject: Re: bug with idle server

Posted by [Genesis2001](#) on Mon, 02 Mar 2009 19:59:34 GMT

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Ghostshaw wrote on Sat, 28 February 2009 11:11Its not a bug, its what the no-gameplay pending fix does...

Then perhaps make a new No-Gameplay Pending patch that fixes it? (doesn't have to be included in TT...)

Subject: Re: bug with idle server

Posted by [ErroR](#) on Mon, 02 Mar 2009 20:24:45 GMT

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Zack wrote on Mon, 02 March 2009 21:59Ghostshaw wrote on Sat, 28 February 2009 11:11Its not a bug, its what the no-gameplay pending fix does...

Then perhaps make a new No-Gameplay Pending patch that fixes it? (doesn't have to be included in TT...)

like RR?

Subject: Re: bug with idle server

Posted by [Genesis2001](#) on Mon, 02 Mar 2009 20:43:13 GMT

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ErroR wrote on Mon, 02 March 2009 13:24Zack wrote on Mon, 02 March 2009 21:59Ghostshaw wrote on Sat, 28 February 2009 11:11Its not a bug, its what the no-gameplay pending fix does...

Then perhaps make a new No-Gameplay Pending patch that fixes it? (doesn't have to be included in TT...)
like RR?

Didn't know RR had No-GP patch? lol

Subject: Re: bug with idle server
Posted by [ErroR](#) on Mon, 02 Mar 2009 21:39:02 GMT
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well, you can walk around but do no damage and not pick up stuff, when someone joins map restarts

Subject: Re: bug with idle server
Posted by [Genesis2001](#) on Tue, 03 Mar 2009 00:26:00 GMT
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d'oh. Now I remember..lol
