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Subject: Re: Cheaper units on the stock maps

Posted by [iRANian](#) on Sun, 08 Jan 2012 15:01:23 GMT

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All the big Counter-Strike (Source) league use the method of everyone having to type that they're ready (and then resetting the match), I could make it freeze all players until everyone types !ready. The problem with !wait is that checking if everyone is loaded can be inaccurate so the game might start when not everyone is loaded, there are also times where the FDS doesn't properly detect if a player is loaded or not (e.g. the bug where in game when you press the 'J' key the unit name of a player is blank).

Freezing gameplay can also be done at the start of the map by freezing all players, then after the 30 seconds are up resetting the game like would have been done with the !ready stuff. But if a player for some reason isn't ready to play the match yet he'll be unlucky.

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