Subject: Re: Cheaper units on the stock maps
Posted by iRANian on Fri, 13 Jan 2012 19:19:08 GMT
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You said earlier in this thread that: "also, the automatic reset that should happen after 120 seconds doesn't seem to happen; i.e. if you don't do the manual !ready and just let the 2 minutes run out, nothing happens."

I can't reproduce this either with 1 or 4 players, does this happen every time on the cw.cc server or randomly?

I've got a new version of the 'Reset Match' plugin, I use a different internal method to check if everyone typed !ready (when a person types !ready), it might fix the issue you were having.

Also, the plugin at the moment spams host messages, on IRC (later when a bot is running) this spam might be annoying, I could change the host message to a white coloured message (with the CMSG console command) that also plays a sound, there's no difference in-game but all the spam won't show up on IRC. Do you like me to add that?

File Attachments
1) ResetMatch.dll, downloaded 75 times