Subject: Voting, people that don't vote it should count as a !vote no Posted by Alkaline on Mon, 09 Feb 2004 18:03:35 GMT

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crimson, you need to cool it. I'm not insulting mac (how can you even say this?), he just doens't belive me. In fact as soon as I get home I'm going to start a vote to change map on your server, and as long there are more yeses than no's map will change here are some logs from brenbot:

RIGA=[UN]=: !vote map cyclemap

Host: [BR] Vote initiated by RIGA=[UN]= to change to the next map.

Host: [BR] To vote type !vote yes or !vote no . You have 60 seconds to vote.

RIGA=[UN]=: !vote yes timmy534: hey crazy

timmy534: lol

timmy534: server went funky huh?

Host: [BR] HTCrazy, your join message has been set.

timmy534: !setjoin w00t

Host: [BR] timmy534, your join message has been set.

timmy534: lol HTCrazy: oi

Host: This server is running WOLSpy v1.0.11 by djlaptop. http://www.beaconpedestal.com

Host: [BR] Voting period over.

Host: [BR] YES: 1 NO: 0 Host: [BR] The vote passed.

Host: [BR] Switching to next map in rotation.

Terminating game on demand...

There were 29 players playing, only 1 person votted, map was changed.

Here is another example where duplicate votes WERE not discarded:

WoT]DrThrax[Lead][NL]: whats special aout his one

DRAGONICE-Assassin: Does this server have the slap command?

[WoT]DrThrax[Lead][NL]: !vote map C&C_FieldTs

Host: [BR] Vote initiated by [WoT]DrThrax[Lead][NL] to change the next map to C&C FieldTS.mix

Host: [BR] To vote type !vote yes or !vote no . You have 60 seconds to vote.

[WoT]DrThrax[Lead][NL]: !vote yes

Player mootzz left the game DRAGONICE-Assassin: !vote yes

Player [oZ][Marco]88[polo] joined the game

[WoT]DrThrax[Lead][NL]: !vote yes [WoT]DrThrax[Lead][NL]: !vote yes [WoT]DrThrax[Lead][NL]: !vote yes

[Team][WoT]DrThrax[Lead][NL]: !vote yes [Team][WoT]DrThrax[Lead][NL]: !vote yes

[WoT]DrThrax[Lead][NL]: !vote yes Host: [BR] Voting period over.

Host: [BR] YES: 8 NO: 0 Host: [BR] The vote passed.

Host: [BR] Setting next map to C&C_FieldTS.mix.

Terminating game on demand...

Look it was supposed to be only 3 unique votes but it counted each vote from the same player :rolleyes: 32 players were in the game...

Yet another example where dupe votes were not discarded:

[WoT]DrThrax[Lead][NL]: !vote map C&C_Woodland

Host: [BR] Vote initiated by [WoT]DrThrax[Lead][NL] to change the next map to

C&C_Woodland.mix

Host: [BR] To vote type !vote yes or !vote no . You have 60 seconds to vote.

Player [-=MYSTIK=-]A\$\$aSIN left the game

Host: [BR] Get the custom maps! http://www.unrules.com server is running new maps.

[WoT]DrThrax[Lead][NL]: !vote yes

[Team]ta3001: LET THEM FINISH EM..

[WoT]DrThrax[Lead][NL]: !vote yes

[WoT]DrThrax[Lead][NL]: !vote yes

[WoT]DrThrax[Lead][NL]: !vote ye

[WoT]DrThrax[Lead][NL]: plz vtoe yes

Player Solidsnake1982 joined the game

Host: [BR] Solidsnake1982 joined the game, wow what an bummer for his teammates (4

recommendations)

[WoT]DrThrax[Lead][NL]: !vote yes

Host: [BR] Voting period over.

Host: [BR] YES: 4 NO: 0

Host: [BR] The vote passed.

Host: [BR] Setting next map to C&C_Woodland.mix.

Terminating game on demand...

[Team][JC]Efrum: shit

omegavolt=[UN]=: thats a good shot you got there Critter.

Host: This server is running WOLSpy v1.0.11 by djlaptop. http://www.beaconpedestal.com

Loading level C&C_Woodland.mix

Perhaps its a problem with long names? or the '[]' chars?

I'm going to post a bug thread, but as you can see there is a significant problem with the voting system, whether you choose to acknowledge it or not. Please don't go around saying something works when it doesn't. If you think this is an insult (or crimson does the thinking for you) then this was not my intetion.

As for snipe, can somone ban him/stop him from posting in my threads? Every time I start a thread he has to post his crap in it which is always b.s.