
Subject: Voting, people that don't vote it should count as a !vote no
Posted by [mac](#) on Mon, 09 Feb 2004 18:54:11 GMT

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Alkaline

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

It's a problem with these GSA name characters. Usually, brenbot discards duplicate votes. But not when it has these characters in it. It's a known bug that I just remembered.

Still, it should only switch maps when 25% of all players (duplicate or not) have participated. Been a long time since I looked into this.
