
Subject: No Gameplay Pending
Posted by [zunnie](#) on Sat, 28 Aug 2004 09:14:23 GMT
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Sometimes it takes a century before someone joins the game your in. Then all you see is "Gameplay Pending" and usually people leave after <30 seconds then. If it was possible to start running around on the map i think alot less people would leave then.

Just strip the guys weapons so he cant make any points. When someone else joins the game then make him respawn in his base and reset his cash he earned.

[zunnie]

Subject: No Gameplay Pending
Posted by [Majiin Vegeta](#) on Sat, 28 Aug 2004 09:36:09 GMT
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cool idea

Subject: No Gameplay Pending
Posted by [flyingfox](#) on Sat, 28 Aug 2004 19:12:05 GMT
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That's a network issue and there's jack anyone can do about it. I think the same would have to apply to joining already populated game servers, which obviously wouldn't work.

Subject: No Gameplay Pending
Posted by [Sir Kane](#) on Sat, 28 Aug 2004 19:43:21 GMT
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It is possible.

Subject: No Gameplay Pending
Posted by [ohnou812](#) on Mon, 30 Aug 2004 13:38:56 GMT
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zunnie Great Idea! This would be a really a good thing if you could change this. It is really boring standing there waiting, staring at the PT. You leave and two seconds later someone else joins...aaaaahhhh!

Subject: Re: No Gameplay Pending

Posted by [cheesesoda](#) on Mon, 30 Aug 2004 13:49:22 GMT

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zunnie Sometimes it takes a century before someone joins the game your in. Then all you see is "Gameplay Pending" and usually people leave after <30 seconds then. If it was possible to start running around on the map i think alot less people would leave then.

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[zunnie]

You know, I hate you. I had the same idea, but I never thought to vocalize it. Oh well, as long as it can be applied then I'm happy.

Subject: No Gameplay Pending

Posted by [zunnie](#) on Mon, 30 Aug 2004 16:34:11 GMT

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ohnou812zunnie Great Idea! This would be a really a good thing if you could change this. It is really boring standing there waiting, staring at the PT. You leave and two seconds later someone else joins...aaaaahhhh!

Yeah, and then you see someone has joined so you rejoin as soon as possible hoping he dont leave right away.. but he does..

[zunnie]

Subject: No Gameplay Pending

Posted by [ohnou812](#) on Tue, 31 Aug 2004 11:34:46 GMT

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Quote:Yeah, and then you see someone has joined so you rejoin as soon as possible hoping he dont leave right away.. but he does..

Yeah lol I hate that!

Subject: No Gameplay Pending

Posted by [xptek](#) on Tue, 31 Aug 2004 18:01:56 GMT

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Doooo it!

Subject: No Gameplay Pending
Posted by [Blazer](#) on Thu, 02 Sep 2004 18:07:12 GMT
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Its possible to run around in gameplay pending mode, but things like doors to not work unless you spawn near them.

Subject: No Gameplay Pending
Posted by [Hav0c](#) on Thu, 02 Sep 2004 19:20:34 GMT
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Maybe this already got said, but is it possible to impliment the RenAlert speed of map loading into CP1?

Subject: No Gameplay Pending
Posted by [Deactivated](#) on Thu, 02 Sep 2004 19:48:37 GMT
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When RenGuard has global dominance.

Subject: No Gameplay Pending
Posted by [Blazer](#) on Thu, 02 Sep 2004 22:22:15 GMT
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DethHav0cMaybe this already got said, but is it possible to impliment the RenAlert speed of map loading into CP1?

RenGuard allready allows the "speedload maps". You just have to install them. Unfortunately Im at work right now and dont have them or the URL handy. Try using the search function, or maybe some helpful person will reply

Subject: No Gameplay Pending
Posted by [Deactivated](#) on Fri, 03 Sep 2004 04:57:44 GMT
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They didn't change a thing on my computer. Renegade still takes ~20 seconds to load.

Subject: No Gameplay Pending
Posted by [Dan](#) on Fri, 03 Sep 2004 06:17:53 GMT
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BlazerDethHav0cMaybe this already got said, but is it possible to impliment the RenAlert speed of map loading into CP1?

RenGuard already allows the "speedload maps". You just have to install them. Unfortunately Im at work right now and dont have them or the URL handy. Try using the search function, or maybe some helpful person will reply

Why not put them in anyway with CP1? It would mean that less people will take ages to load because lots more people will have them.

Subject: No Gameplay Pending
Posted by [WNxCABAL](#) on Fri, 03 Sep 2004 06:43:35 GMT
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SeaManThey didn't change a thing on my computer. Renegade still takes ~20 seconds to load.

Maybe the host has to have the quickload maps...
Not sure realy...

Subject: No Gameplay Pending
Posted by [Nightma12](#) on Fri, 03 Sep 2004 07:29:52 GMT
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if the host has the quickload maps, that just means the host loads quicker!

Subject: No Gameplay Pending
Posted by [zunnie](#) on Fri, 03 Sep 2004 10:05:55 GMT
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Speeded Westwood Maps

Quote:

These files were edited by Blazer and provided for your use by <http://www.n00bstories.com>. In these files, he simply opened the .mix files and removed some un-needed file references. This produces a DRASTIC improvement on load times, even on fast systems.

Also, big thanks go to Dante for discovering this. He deserves most of the credit.

Im wondering btw just WHAT exactly did you change in the maps then that make it load so much faster?

[zunnie]

Subject: No Gameplay Pending
Posted by [Hav0c](#) on Fri, 03 Sep 2004 14:13:02 GMT
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SeaManThey didn't change a thing on my computer. Renegade still takes ~20 seconds to load.

Same for me, something tells me its more to do with renegade than the map itself :S I remember something about Renegade loading the maps more than once :S Maybe im wrong o_O

Subject: No Gameplay Pending
Posted by [PhrozenUnit](#) on Fri, 03 Sep 2004 16:51:38 GMT
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All the .dep files were removed from them,

Subject: No Gameplay Pending
Posted by [snipesimo](#) on Fri, 03 Sep 2004 18:10:31 GMT
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They don't make much of a difference at all.
