
Subject: Two scripting ideas...

Posted by [npsmith82](#) on Thu, 02 Sep 2004 20:36:23 GMT

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Situation:

You've been playing in a server for a few minutes, save up enough money for a \$1000 Raveshaw or equivalent. After you've paid for the character you start to walk out of your base to hunt down some enemies. Moments later you get the "Connection to the server has been lost...", followed shortly by you being disconnected and sent back to the server listings.

Problem:

You rejoin the server but now you're not only \$1000 worse off, you've also lost your Raveshaw and spawn as a standard rifle soldier.

Solution:

If possible, the server could remember the last infantry character you purchased, and if you exit the server (accidentally or not) and rejoin, you spawn at your base with the previously paid-for character.

The only problem i see here is that it could be exploited and give you an advantage as if you simply wanted a quick trip home to base. To counter this, when you rejoin and spawn you should be in a lockdown-state (just like the "Gameplay is pending" when you're alone in a server). You shouldn't be able to shoot or move for at least a minute. It's a small price to pay for keeping your expensive character.

To my knowledge, this happens when the IRC message reports "Connection broken to player X", so you should be able to distinguish between who is exploiting and who loses their connection.

Right now i can't remember the 2nd script idea, but when it comes back to me i'll post it here in this thread.

Subject: Two scripting ideas...

Posted by [Lance3066](#) on Thu, 02 Sep 2004 20:46:57 GMT

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You forgot one thing, if you lose connection and then your barracks dies you have a very large advantage than before.

Subject: Two scripting ideas...

Posted by [Fabian](#) on Thu, 02 Sep 2004 20:48:13 GMT

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Also, if the barracks is gone, and you're the only mobius left, and you are about to be

killed...someone desperate enough could unplug their modem and keep their character. Personally, I don't get disconnected enough for this to be a real concern for me.

Subject: Two scripting ideas...

Posted by [npsmith82](#) on Thu, 02 Sep 2004 20:57:50 GMT

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Lance3066You forgot one thing, if you lose connection and then your barracks dies you have a very large advantage than before.Well, in that case there'd have to be a condition that you MUST have a barracks/HoN to spawn as advanced characters (easy solution).

SEALAlso, if the barracks is gone, and you're the only mobius left, and you are about to be killed...someone desperate enough could unplug their modem and keep their character.

Personally, I don't get disconnected enough for this to be a real concern for me.

Same.

Subject: Two scripting ideas...

Posted by [xptek](#) on Thu, 02 Sep 2004 21:54:25 GMT

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All of that is easily possible.

Subject: Two scripting ideas...

Posted by [npsmith82](#) on Fri, 03 Sep 2004 00:07:04 GMT

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Lance3066You forgot one thing, if you lose connection and then your barracks dies you have a very large advantage than before.Also, i see nothing really wrong with that. Considering it's the barracks that's dead and not your or your expensive character. If you were still connected at the time, you'd still be running around alive and normal.

I'd like to see a reply from JonWil on this...

Subject: Two scripting ideas...

Posted by [Beanyhead](#) on Fri, 03 Sep 2004 00:22:40 GMT

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I'm pretty sure vloktbody could do something like this very easily, at least giving you the weapon and health, not sure about the character. But, I believe he left the Renegade community.

I'm sure jonwil would be able to do something like this with the scripts.dll or something

Subject: Two scripting ideas...

Posted by [Battousai](#) on Fri, 03 Sep 2004 06:41:48 GMT

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It's not only that people will try to exploit this to get back to base, but more importantly they'll exploit this to avoid being killed!!!

Subject: Two scripting ideas...

Posted by [icedog90](#) on Fri, 03 Sep 2004 06:43:33 GMT

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I like this idea, because back when I had 56k this problem was VERY VERY annoying. Every once in a while in a pretty laggy server this will happen.

Subject: Two scripting ideas...

Posted by [npsmith82](#) on Fri, 03 Sep 2004 12:23:02 GMT

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icedog90I like this idea, because back when I had 56k this problem was VERY VERY annoying. Every once in a while in a pretty laggy server this will happen.Ahh someone who feels my pain.

Alternatively, you could just get a cash refund to the value of your character. Maybe not 100%, but a 50% refund or something.

Maybe also, deduct a small amount from the players' score in trade for their refund, for example 500 points to deter the exploiters.

Subject: Two scripting ideas...

Posted by [exnyte](#) on Fri, 03 Sep 2004 13:53:00 GMT

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I would say 500 points is a bit excessive. But, what could be done is deduct the amount of points the most expensive character would be, or double that even. That way if it were to be exploited, the points earned off the kill of that unit would still be recieved in some way.

Subject: Two scripting ideas...

Posted by [icedog90](#) on Sat, 04 Sep 2004 05:52:21 GMT

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What about a timer that deducts more of the money of the character over time? After a minute it will pay A LOT less if you were to rejoin the server, so much less that if someone were constantly rejoining then I'm sure a moderator will find it suspicious and do something about it.

Subject: Two scripting ideas...

Posted by [Rex](#) on Sat, 04 Sep 2004 08:35:01 GMT

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I feel your pain too, so I kinda like the idea.

But like Battousai said, I think it will be exploited to avoid being killed.
