

---

Subject: Altered Server.dat for servers.....Retarded?!?  
Posted by [Kamuix](#) on Sun, 28 May 2006 04:36:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm talking about the altered server.dat that removes the gameplay pending before at least 1 player is on each team.

Why do all the server owners think its retarded??  
This is one thing I do not see anything retarded about?

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [cmatt42](#) on Sun, 28 May 2006 14:15:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Can players destroy buildings while playing before someone else joins? If so, wouldn't that just suck if you were that person joining into a game with only a half-dead building left?

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [Kamuix](#) on Sun, 28 May 2006 14:52:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No, that happens all the time in a regular game anyway.

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [Renx](#) on Sun, 28 May 2006 15:57:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Except in a regular game one team actually has someone with the ability to defend the base. That doesn't happen in a 1v0 game..

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [JeepRubi](#) on Sun, 28 May 2006 16:22:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think its a cool idea. There should be something that ends the current game as the person is joining, dont know if its possible though.

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [luv2pb](#) on Sun, 28 May 2006 16:35:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

we have it on n00bstories and it is never a problem. By time you can get to the enemy base there are already multiple people in game.

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [Kamuix](#) on Sun, 28 May 2006 16:51:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

And when having problems getting people into your game, not n00bstories.  
When the first player joins theres a much larger chance of him waiting alot longer for another player to join.

He's going to get bored much faster just standing there

And it gives players a chance to gain recs and stuff while theres no one around.

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [trooprm02](#) on Sun, 28 May 2006 17:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

its dumb...

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [AmunRa](#) on Sun, 28 May 2006 17:06:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I always liked it

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [Kamuix](#) on Sun, 28 May 2006 17:11:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

trooprm02 wrote on Sun, 28 May 2006 13:06its dumb...

And you're not LOLLOL

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [Cat998](#) on Sun, 28 May 2006 19:51:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You could also send the gameover command to the server,  
when a second player joins the game...

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [Sniper\\_De7](#) on Sun, 28 May 2006 19:54:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

why would you play against nobody?

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [trooprm02](#) on Sun, 28 May 2006 20:57:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sniper\_De7 wrote on Sun, 28 May 2006 15:54why would you play against nobody?

thats why its dumb. To gain n00bish points to maybe improve your rank on the server (if it has stats).

point proven, you lose

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [Crimson](#) on Sun, 28 May 2006 21:39:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [Kamuix](#) on Sun, 28 May 2006 21:39:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Arph!, Its not about playing againeds nobody, Its about getting people into the server faster. Not to mension in DM servers. You miss the point. People are much more likely to join a server that has 1 person in it, than to join a server with 0.

Also when the second last player leaves the server, It stops it from ending, which stops the last person from leaving the server(Most likely)

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [trooprm02](#) on Mon, 29 May 2006 00:01:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Crimson wrote on Sun, 28 May 2006 16:39 I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

And how would one send an autogameover message to the server?

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [AmunRa](#) on Mon, 29 May 2006 00:07:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

troopr02 wrote on Sun, 28 May 2006 20:01 Crimson wrote on Sun, 28 May 2006 16:39 I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

And how would one send an autogameover message to the server?

irc script... duh

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [JeepRubi](#) on Mon, 29 May 2006 12:23:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sorry to put tis topic off topic but anyone have a link to the alternate server.dat?

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [Goztow](#) on Mon, 29 May 2006 12:35:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

seems like something mpgaing would have in its downloads section.

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [EA-DamageEverything](#) on Mon, 29 May 2006 23:57:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Here it is. A small and tiny server.dat patcher. Just copy this into the server dir and run it. It creates a Backup of the original server.dat.

## File Attachments

---

1) [fix.zip](#), downloaded 187 times

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [Goztow](#) on Tue, 30 May 2006 06:28:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I prefer the altered server.dat that solves the start button

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [Blazer](#) on Tue, 30 May 2006 06:50:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

1. Join empty server
2. Attack enemy harvester, buildings etc while waiting for harvester dump.
3. More people join.
4. !donate your fat wad of credits to your teammates
5. Flame/med/mrls/arty rush
6. Game over, your team wins.

Great fun, if you are on the team with the cash advantage

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [light](#) on Tue, 30 May 2006 09:55:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

- Blazer wrote on Tue, 30 May 2006 18:501. Join empty server
2. Attack enemy harvester, buildings etc while waiting for harvester dump.
  3. More people join.
  4. !donate your fat wad of credits to your teammates
  5. Flame/med/mrls/arty rush
  6. Game over, your team wins.

Great fun, if you are on the team with the cash advantage

Guess that's the reward for being the first to join and get a game going. Doesn't seem like such a bad system to me.

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [pig2cat](#) on Tue, 30 May 2006 14:07:31 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

Blazer wrote on Tue, 30 May 2006 02:501. Join empty server  
2. Attack enemy harvester, buildings etc while waiting for harvester dump.  
3. More people join.  
4. Idonate your fat wad of credits to your teammates  
5. Flame/med/mrls/arty rush  
6. Game over, your team wins.

Great fun, if you are on the team with the cash advantage

ahem

i thougth this thread was about, when a second person joins, the game and ur creds restart?

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [trooprm02](#) on Wed, 31 May 2006 19:27:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AmunRa wrote on Sun, 28 May 2006 17:07trooprm02 wrote on Sun, 28 May 2006 20:01Crimson wrote on Sun, 28 May 2006 16:39I like it, because when you're trying to get players in your server, if the first player can actually do stuff while waiting for others to join, he's more likely to stay rather than whining about not being able to move and ultimately leaving.

I would recommend, if you use that sort of mod, to have an auto-gameover if more than X amount of time has passed between the 1st and 2nd player joining.

And how would one send an autogameover message to the server?

irc script... duh

Doesn't that still need someone on IRC? Could you somehow make the server restart itself once more than 1 person is in the server?

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [dead6re](#) on Mon, 05 Jun 2006 10:43:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You could make a scripts.dll do this.

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

---

Posted by [Spoony](#) on Mon, 05 Jun 2006 14:12:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Completely inbalances the game

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [Sensitive](#) on Mon, 05 Jun 2006 21:36:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

MaidenTy1 wrote on Mon, 05 June 2006 09:12 Completely inbalances the game

no.....

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [trooprm02](#) on Tue, 06 Jun 2006 23:55:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

dead6re wrote on Mon, 05 June 2006 05:43 You could make a scripts.dll do this.

not me persay, but could someone else make 1 to acompany the altered file?

BTW, the altered file is really outdated and doesn't even allow semi-new server commands like !bl etc...

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [Whitedragon](#) on Wed, 07 Jun 2006 00:08:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

trooprm02 wrote on Tue, 06 June 2006 19:55 dead6re wrote on Mon, 05 June 2006 05:43 You could make a scripts.dll do this. TW, the altered file is really outdated and doesn't even allow semi-new server commands like !bl etc...

That has nothing to do with server.dat and the no gameplay pending patch has no effect on it.

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?

Posted by [trooprm02](#) on Wed, 07 Jun 2006 20:09:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It does because I patched mine, went ingame and that command was not available, changed it back, command available

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [Whitedragon](#) on Wed, 07 Jun 2006 22:31:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I made that command, i know what im talking about. A server.dat patch like this wont effect it.

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [trooprm02](#) on Sat, 10 Jun 2006 02:06:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

trooprm02 wrote on Wed, 07 June 2006 15:09It does because I patched mine, went ingame and that command was not available, changed it back, command available

Ok, so then why is that so^

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [Whitedragon](#) on Sat, 10 Jun 2006 03:05:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It isnt so. In fact the server i use to test SSAOW is using the no gameplay pending patch.

---

---

Subject: Re: Altered Server.dat for servers.....Retarded?!?  
Posted by [dead6re](#) on Sat, 10 Jun 2006 06:31:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Whitedragon wrote on Tue, 06 June 2006 20:08trooprm02 wrote on Tue, 06 June 2006 19:55dead6re wrote on Mon, 05 June 2006 05:43You could make a scripts.dll do this.TW, the altered file is really outdated and doesn't even allow semi-new server commands like !bl etc...

That has nothing to do with server.dat and the no gameplay pending patch has no effect on it.

Sorry, I didn't make myself clear. I was refering to the aut-gameover OR reset credits such like when someone elses joins the game.

---