Subject: Team Remix
Posted by **trooprm02** on Tue, 26 Sep 2006 14:00:12 GMT
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Hey guys,

New problem I have encountered...
For some reson, team remix appears to be disabled, but in my svrcfg_cnc.ini, in my fds/data folder, it says yes to enable it

Is there anything else I should check for?

P.S: will update you on the situation when I get home

Subject: Re: Team Remix
Posted by **Goztow** on Wed, 27 Sep 2006 06:30:18 GMT
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Well, I noticed that team remix only does minimal changes on our servers lately. I have no clue why.

Subject: Re: Team Remix
Posted by **trooprm02** on Wed, 27 Sep 2006 14:08:24 GMT
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Is there a remix option in any other config file? (ie:ssaow, brenbot?)

Subject: Re: Team Remix
Posted by **danpaul88** on Wed, 27 Sep 2006 15:17:58 GMT
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I wonder if blackintels reserved slots causes the server to mis-calculate the team numbers somehow?

Subject: Re: Team Remix
Posted by **tonyrolm** on Wed, 27 Sep 2006 15:58:01 GMT
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I have noticed the remix issue on occasion but never really gave it much thought. It may be related to the Black Intel reserved slots mod, but I cannot say for sure it was actually working properly prior.

The only setting for team remix is in the svrcfg_cnc.ini file.
RemixTeams=Yes

Tony

Subject: Re: Team Remix
Posted by danpaul88 on Wed, 27 Sep 2006 20:51:06 GMT
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Well if team-remix is acting up the new autobalance module in BR 1.43 might be even more useful than expected, even on non-fanmaps

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Subject: Re: Team Remix
Posted by trooprm02 on Wed, 27 Sep 2006 20:56:53 GMT
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I have set reserved slots to 0

Subject: Re: Team Remix
Posted by tonyrolm on Wed, 27 Sep 2006 21:27:18 GMT
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You changed the setting on the reserved slots. Did it fix it?

Subject: Re: Team Remix
Posted by EvilWhiteDragon on Wed, 27 Sep 2006 21:39:08 GMT
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Hmm I hope this isn't caused by our reserved slots, I will ask either Dead6re or StealthEye to have a look tommorrow as they are unavaible right now.
If we will see this happening with our fix we might decide to include our improved team remix feature, which is based on score instead of randomizing the players teams.

Subject: Re: Team Remix
Posted by jnz on Wed, 27 Sep 2006 21:41:08 GMT
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EvilWhiteDragon wrote on Wed, 27 September 2006 22:39Hmm I hope this isn't caused by our reserved slots, I will ask either Dead6re or StealthEye to have a look tommorrow as they are

unavaible right now.
If we will see this happening with our fix we might decide to include our improved team remix
feature, which is based on score instead of randomizing the players teams.

how will that work? as in does th top #1 get GDI #2 get NOD etc?

Subject: Re: Team Remix
Posted by EvilWhiteDragon on Wed, 27 Sep 2006 21:50:34 GMT
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currently it work like this:
player 1 has a score of 3000
player 2 has a score of 1500
player 3 has a score of 1000
player 4 has a score of 300
player 5 has a score of 50

1 goes to NOd (is randomly chosen)
then 2,3,4 go to GDI cause their combined score is below the score of 1
5 goes to nod because else the teams will get to unbalanced

If I recall correctly.

it could also be that 4 goes to nod and 5 goes to gdi, not sure.

Subject: Re: Team Remix
Posted by tonyrolm on Thu, 28 Sep 2006 01:10:31 GMT
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I went ahead and changed the setting to zer0 and it appears to have fixed it.

Subject: Re: Team Remix
Posted by EvilWhiteDragon on Thu, 28 Sep 2006 05:20:57 GMT
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Are you sure ? I cant imagen that the reserved slots will have any difference on the teamremix, so
might be just bad luck that the server didnt remix all to well ?

Subject: Re: Team Remix
Posted by tonyrolm on Thu, 28 Sep 2006 06:03:17 GMT
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Reviewing my ladder since I installed the BI mod there has been some lop-sided side statistics with players stats having large counts on one team versus the other.

Subject: Re: Team Remix
Posted by StealthEye on Thu, 28 Sep 2006 10:52:12 GMT
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Our team remix loops through the players from high->low score, then adds them to the team with the lowest score, unless that would make the teams uneven (maxplayers/2), rounded up. The first team is randomly chosen.
So your example was correct EWD.

I wonder how the reserved slots could be causing that, but will ask dead6re to look into it, as he made the reserved slots feature.

Subject: Re: Team Remix
Posted by trooprm02 on Thu, 28 Sep 2006 14:26:40 GMT
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Ok, problem is fixed, danpaul sayed it may have been caused because of the reserved slots, or because of a error ssaow made logging

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Subject: Re: Team Remix
Posted by danpaul88 on Thu, 28 Sep 2006 14:57:56 GMT
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so the problem seemed to be linked to the SSAOW gamelog not reporting players characters being created (EG - always loading)? Odd

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Subject: Re: Team Remix
Posted by dead6re on Fri, 29 Sep 2006 15:51:17 GMT
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My code touches nothing near what was happening here.