Subject: time limit and BRenBot
Posted by iRANian on Tue, 17 Apr 2012 21:50:54 GMT
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Setting a map specific time limit doesn't work if the time limit is set to 0 in svrcfg_cnc.ini (i.e. if the server is a marathon one), because the time limit is 0. If you change the time remaining (with TIME) the time will run out but it won't gameover the map, if you use TIMEL to change the time limit to anything but 0 it will gameover.

So BRenBot needs to add some special exceptions to the map specific config stuff if the time limit is set to 0 in svrcfg_cnc.ini.

Subject: Re: time limit and BRenBot
Posted by danpaul88 on Tue, 17 Apr 2012 22:26:58 GMT
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Isn't the whole point of a marathon server not to have time limits? I don't tend to play in such servers because they always seem to result in a stalemate so maybe I am missing something?

Just asking because it seems an odd thing to do.

Subject: Re: time limit and BRenBot
Posted by T0RN on Tue, 17 Apr 2012 22:52:24 GMT
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Well actually, I wanted to put a map(s) in with a time limit mixed in with the marathon maps, but I can't.

Subject: Re: time limit and BRenBot
Posted by danpaul88 on Wed, 18 Apr 2012 07:53:13 GMT
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Well I could look into adding special case logic in the bot for that but since you say it actually starts the time in the game but doesn't end the game when the time runs out that could actually be a candidate for an improvement in the server code itself, maybe see what jonwil thinks about it.

In theory if the time remaining was >0 and becomes 0 due to counting down on it's own the game should end regardless of what the actual time limit is set to.

Subject: Re: time limit and BRenBot
Posted by iRANian on Wed, 18 Apr 2012 12:55:52 GMT
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Yeah that's true but from the looks of it the sole thing keeping the map from gameovering with no time remaining is the time limit being set to zero.

Subject: Re: time limit and BRenBot
Posted by triattack on Wed, 18 Apr 2012 16:38:03 GMT
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what you can do instead of making it zero make it a to huge to ever end number like 99999999999999999999999999999999999 which will also work to make it almost endless and if needed you could make something that auto sets time after a certain time (like every hour

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Subject: Re: time limit and BRenBot
Posted by danpaul88 on Wed, 18 Apr 2012 17:28:05 GMT
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I wonder what happens if you set the time limit to a non zero value and then set the time remaining to 0 for the marathon maps...

Subject: Re: time limit and BRenBot
Posted by iRANian on Wed, 18 Apr 2012 17:46:19 GMT
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it'll cause the map to gameover when the timer reaches zero.

Subject: Re: time limit and BRenBot
Posted by danpaul88 on Wed, 18 Apr 2012 19:15:31 GMT
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iRANian wrote on Wed, 18 April 2012 18:46it'll cause the map to gameover when the timer reaches zero.

But it wouldn't 'reach' zero, it would be 'set' to zero... There might be a difference

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Subject: Re: time limit and BRenBot
Posted by iRANian on Wed, 18 Apr 2012 19:49:29 GMT
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neh i tested that if time remaining is set to zero and time limit isn't zero it'll gameover immediately.