

rtv and some maps getting played way to often

Posted by sperify - 17 Jan 2010 13:20

i have been keeping an eye on this for a while and i feel its to easy to rtv and some maps keep getting played way to often.. is it possible to set a minimum timelimit before u can play same map again?

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Re: rtv and some maps getting played way to often

Posted by Pooky - 17 Jan 2010 14:28

Yes, it is possible to put a minimum.

I think 5 maps or more sounds fair !?

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Re: rtv and some maps getting played way to often

Posted by sperify - 17 Jan 2010 16:29

yeah i think atleast 5 maps.. and hopefully not that easy to rtv

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Re: rtv and some maps getting played way to often

Posted by DreamState - 17 Jan 2010 20:06

In theory I've altered this.

You shouldn't be able to rtv within the first three minutes now.

You also should be able to choose any of the last five maps.

Let me know if this is not working.

You need to use 'votemap' now instead.

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Re: rtv and some maps getting played way to often

Posted by sperify - 17 Jan 2010 20:59

is it possible to alter how many needed to rtv per users playing?

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Re: rtv and some maps getting played way to often

Posted by TheBlackWaltz - 17 Jan 2010 21:09

it is done the amount of players needed is reliavtive to the players playing

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Re: rtv and some maps getting played way to often

Posted by Pooky - 18 Jan 2010 06:57

sperify wrote:

is it possible to alter how many needed to rtv per users playing?

As DS wrote, the command rtv is gone now.

From now on it's 'votemap', meaning that about 80 % of the players must agree on changing to a SPECIFIC map, and not for a RANDOM mapchange as it used to be with rtv.

The maplimit of 5 has also been implemented.

All say ty Dreamstate 😊

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Re: rtv and some maps getting played way to often

Posted by TheBlackWaltz - 18 Jan 2010 10:24

Pooky wrote:

All say ty Dreamstate 😊

IDD cheers DS 😊

Re: rtv and some maps getting played way to often

Posted by Lee.H - 19 Jan 2010 22:57

Pooky wrote:

sperify wrote:

is it possible to alter how many needed to rtv per users playing?

As DS wrote, the command rtv is gone now.

From now on it's 'votemap', meaning that about 80 % of the players must agree on changing to a SPECIFIC map, and not for a RANDOM mapchange as it used to be with rtv.

The maplimit of 5 has also been implemented.

All say ty Dreamstate 😊

Seems much better now, cheers DS 😊
