

ET: Legacy Development - Feature #1150

behaviour of g_inactivity & g_spectatorInactivity

25.12.2018 20:21 - Harlekin

Status:	New	% Done:	0%
Priority:	Low	Spent time:	0.00 hour
Assignee:			
Category:	Mod QAGAME		
Target version:	2.78		
OS:		Arch:	

Description

Would love to see behaviour of g_inactivity changed to set player to spectator instead of kick, as long the server ain't full. g_spectatorInactivity should be also not kick player as long the server ain't full. That way player can stay spec and server might be more attractive at serverbrowser.

History

#1 - 25.12.2018 21:05 - Spyhawk

- Category changed from Server to Mod QAGAME

- Target version set to 2.78

#2 - 28.12.2018 18:28 - Spyhawk

Ideally, g_inactivity should be part of the commands moving to WolfAdmin. See #932.

#3 - 06.01.2019 09:16 - IR4T4

- Target version changed from 2.78 to 2.77

#4 - 29.01.2019 04:11 - hellreturn

Harlekin wrote:

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Additional suggestion - May be make admins immune to kick with 'flag' option like in ETPUB/silEnT mod? So if any admin is watching players on server - admin wouldn't get kick. Sometimes they are checking player for team harassment or sometime just watching player for cheats. Thanks!

#5 - 29.01.2019 13:11 - Timothy

hellreturn wrote:

Harlekin wrote:

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Additional suggestion - May be make admins immune to kick with 'flag' option like in ETPUB/silEnT mod? So if any admin is watching players on server - admin wouldn't get kick. Sometimes they are checking player for team harassment or sometime just watching player for cheats. Thanks!

Hey hellreturn,

user:Spyhawk already referred to this, but to be a little more clear: I will implement an [improved inactivity checker](#) in the [next WolfAdmin release](#) (which is 1.3.0). This will include some more advanced game administration features such as inactivity check, censor and probably also clan name/clan tag protection. As these features will be part of WolfAdmin, it's easy for me to integrate these well-known overrides for specific admin levels. Thanks for the suggestion nevertheless!

#6 - 29.01.2019 17:41 - Spyhawk

- Remove g_inactivity & g_spectatorInactivity code once it is moved to WA and WA 1.3.0 is released.

#7 - 14.02.2019 11:45 - Spyhawk

- *Target version changed from 2.77 to 2.78*