

## ET: Legacy Development - Bug #1218

### MapVoting displays vote first in debriefing screen and breaks auto screenshot

07.03.2019 21:49 - Spyhawk

<b>Status:</b> Fixed	<b>% Done:</b> 100%
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b> Mod CGAME	
<b>Target version:</b> 2.77	
<b>OS:</b>	<b>Arch:</b>
<b>Description</b> The mapvoting mode displays the map vote as first screen on the debriefing screen. While players are likely more interested in having a look at their global performance first before voting the next map, this is also an issue with the autoscreenshot feature. It is actually useless, since it is the map vote screen that is taken as screenshot, instead of the match results screen.  Change it to the actual results (as in campaign and objectives mode).	
<b>Related issues:</b> Related to ET: Legacy Development - Bug # 1228: Can cast multiple votes on a ... <b>New</b> <b>20.03.2019</b>	

#### Associated revisions

##### Revision dc5b4e7e - 09.03.2019 18:17 - Spyhawk

cgame: display debriefing results first in mapvote mode, refs #1218

This fixes the cg\_autoscreenshot feature.

##### Revision dda4ca17 - 09.03.2019 18:17 - Spyhawk

cgame: added vote button on debriefing screen, refs #1218

##### Revision 76fd9737 - 18.04.2019 19:55 - Spyhawk

cgame: added vote status indicator in debriefing, refs #1218

#### History

##### #1 - 08.03.2019 14:18 - IR4T4

I think if there is the common screen first many players wouldn't vote for a map because there is no hint about gametype/voting and why pressing to next view?! The general interest here shouldn't be personal stats (at first).

##### #2 - 08.03.2019 14:20 - Spyhawk

I disagree, completely. Voting first for the next map is against all common sense. We should try to add a hint for vote (top bar?) so the existing features aren't broken.

##### #3 - 08.03.2019 14:36 - Spyhawk

- Subject changed from MapVoting displays vote first in debriefing screen to MapVoting displays vote first in debriefing screen and break auto screenshot

##### #4 - 08.03.2019 14:36 - Spyhawk

- Subject changed from MapVoting displays vote first in debriefing screen and break auto screenshot to MapVoting displays vote first in debriefing screen and breaks auto screenshot

**#5 - 09.03.2019 18:23 - Spyhawk**

- Status changed from New to Fixed

- % Done changed from 0 to 100

**#6 - 09.03.2019 20:29 - Spyhawk**

- Status changed from Fixed to Feedback

Reopening as "Feedback". The autoscreenshot feature is now fixed, and the vote button is prominent and visible.

**#7 - 20.03.2019 21:00 - Spyhawk**

- Status changed from Feedback to In Progress

- % Done changed from 100 to 80

The change above is positively received, but it is possible to further improve the voting workflow.

Try to add a vote in a single step (select the map to vote), rather than relying on the "select map + click vote button" used at the moment.

Keep in mind multiple maps can be voted with `g_mapVoteFlags` 4.

**#8 - 20.03.2019 23:53 - hellreturn**

IR4T4 wrote:

I think if there is the common screen first many players wouldn't vote for a map because there is no hint about gametype/voting and why pressing to next view?! The general interest here shouldn't be personal stats (at first).

+1 but even if there is common screen, people will not vote. This has happened on our servers. People are so busy chatting, seeing their stats and 50 sec passes out, pretty fast. Increasing intermission doesn't solve the issue, either. We run banners specially during intermission, to raise the awareness. Maybe a in-build intermission banner would help. IMO, LUA option works fine as well.

One option if you guys can fix it i.e. players can vote /reconnect vote again and pump up the votes for 1 map. If that can be resolved, it would be great. I haven't tried similar behavior on ETL mod yet but I believe it exist in various other mods. Thanks!

**#9 - 21.03.2019 10:30 - Spyhawk**

hellreturn wrote:

+1 but even if there is common screen, people will not vote. This has happened on our servers. People are so busy chatting, seeing their stats and 50 sec passes out, pretty fast. Increasing intermission doesn't solve the issue, either. We run banners specially during intermission, to raise the awareness. Maybe a in-build intermission banner would help. IMO, LUA option works fine as well.

Well, if you want to force people to vote, there is the `g_mapvoteflag 2` which won't end intermission unless some percentage of players have voted (`g_intermissionReadyPercent`). It's a double edge sword though, as if you put it to 100% some players will cause the next map to be delayed by not voting in time, or block it by not voting at all.

Eventually, you can't really force people to vote - and neither should we force them to do so. It's more about giving them the opportunity to influence

the choice of the next map, but many players are just happy to go with the flow, regardless of the chosen map.

What we can do, however, is to streamline the process. Make it less clickly to choose a map, maybe add some colour on buttons when the player hasn't voted yet, add some sort of warning on the upper counter, etc.

One option if you guys can fix it i.e. players can vote /reconnect vote again and pump up the votes for 1 map. If that can be resolved, it would be great. I haven't tried similar behavior on ETL mod yet but I believe it exist in various other mods. Thanks!

Ah, I didn't realize this was a thing. We'll have a look into this. Tracking in #1228.

**#10 - 21.03.2019 10:30 - Spyhawk**

- *Related to Bug #1228: Can cast multiple votes on a single map added*

**#11 - 18.04.2019 19:59 - Spyhawk**

- *Status changed from In Progress to Fixed*

- *% Done changed from 80 to 100*