
Kick or mute function

Posted by sioban - 2008/04/11 22:34

Hi!

I've just quit a game I've created because of the attitude of a player (avatarr not to mention it...)

He came just to insult everyone.

He was not playing, using the timeout function just to bother everyone.

I see three possibilities :

- warn them kick automatically someone using bad words but this can be easily bypass by using number or interverting some letters
- add a mute function to everyone so anybody can mute a user but this does not help when someone does not really play but use the timeout
- add a kick function for the admin of a game with the risk of users being kick when the admin is losing...

Any ideas ?

=====

Re:Kick or mute function

Posted by doitux - 2008/04/12 00:07

There is already a kick function for game-admin implemented. We plan to go for a vote-kick for future release. At the moment the game admin can kick a user by typing "/kick username" at the chat.

=====

Re:Kick or mute function

Posted by sioban - 2008/04/12 10:19

OK I was not aware of this function :D

=====

Re:Kick or mute function

Posted by trueg - 2008/04/13 20:45

doitux wrote:

At the moment the game admin can kick a user by typing "/kick username" at the chat.

Which gives opportunities for great hilarity when your opponent gets a great hand and makes a large raise, but you kick him before the river forcing him to fold and giving you the pot!:lol: :lol: :lol:

=====

Re:Kick or mute function

Posted by Redhat 6 - 2008/05/28 14:49

It would be great during a game to vote for kicking a person like can do Winamax or Europoker. Some people leave the game and im fed up waiting 20sec every time it is his turn.

=====

Re:Kick or mute function

Posted by doitux - 2008/05/28 23:49

Please take a look at Roadmap/ToDo. You will find version 0.6.3 which will include "ingame vote for kicking a user".

=====

Re:Kick or mute function

Posted by Redhat 6 - 2008/06/01 17:19

Cool !!!

Sorry, i didn't go to ToDo/Roadmap section.

=====