
Games not starting

Posted by mase - 2008/07/14 01:05

Hi!

It is always the same!

There are full sets of games nobody start.

7 Players join a game, and that was all.

The admin is not able to hit the start button.

Is that a network problem, or is the admin away?

Re:Games not starting

Posted by lotodore - 2008/07/15 09:44

The problem is usually that the admin is away - but there is a timeout mechanism which kicks the admin if he is away for too long. Until then, I suppose a bit of patience would not do too much harm :-).

Anyway, we already thought to implement an auto-start once the player count reaches the maximum player number.

Would you be in favour of that?

Re:Games not starting

Posted by mase - 2008/07/15 10:47

That would be a good idea. But first there must be a voting system to kick the player, in this case the admin.

If the game starts with an admin away, all players must wait 'til the action timeout every hand.

Another solution would be, that the players are aksed to host the game in a specific order, maybe the position in the list. This would make sure, that there will be an admin present.
