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Subject: Wierd

Posted by [Kamuix](#) on Thu, 23 Mar 2006 20:38:45 GMT

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This might be a stupid question. But how do people join a server and not count as players.

You can't kick them by ip or nickname. And the server was maxed at 3 players and there was 4 people with him in it.

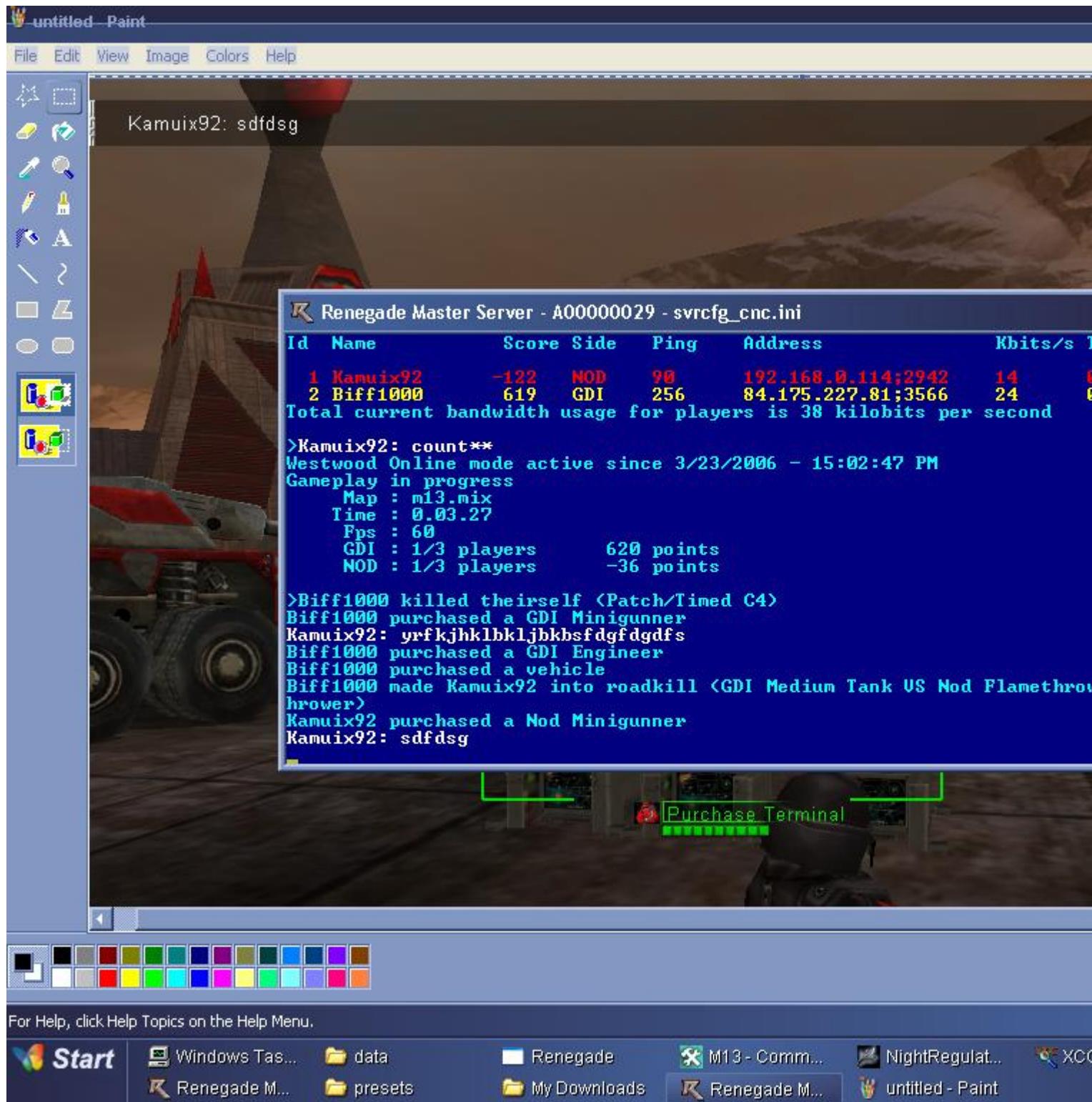
Thanks for any help

There was'nt 4 players in the game at the time but there was ealier.

File Attachments

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1) [ok1.JPG](#), downloaded 811 times



Subject: Re: Wierd

Posted by [Blazer](#) on Thu, 23 Mar 2006 23:34:30 GMT

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From your screenshot, I don't see any indication of a fourth player, or even a third one.

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**Subject: Re: Wierd**

Posted by [light](#) on Thu, 23 Mar 2006 23:44:06 GMT

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Blazer wrote on Fri, 24 March 2006 11:34From your screenshot, I don't see any indication of a fourth player, or even a third one.

Top right, in-game, hannibal is playing, he is the 3rd.

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**Subject: Re: Wierd**

Posted by [Kamuix](#) on Fri, 24 Mar 2006 00:09:42 GMT

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He was the one doing it. And i swear there was 4 people in the game when it was maxT at 3 players.

I took a picture in game than right away i pasted it into MSPaint than i took another Screenshot with the fds Window over MSPaint.

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**Subject: Re: Wierd**

Posted by [Lijitsu](#) on Fri, 24 Mar 2006 00:39:37 GMT

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Kamuix wrote on Thu, 23 March 2006 19:09I took a picture in game than right away i pasted it into MSPaint than i took another Screenshot with the fds Window over MSPaint.

<http://www.webattack.com/get/hoversnap.html>

^Get that program. You can use it in games, and you don't have to use MS Paint. Very handy.

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**Subject: Re: Wierd**

Posted by [rm5248](#) on Fri, 24 Mar 2006 01:28:09 GMT

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But if you take a SS in game, it's automatically saved in your data folder...

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**Subject: Re: Wierd**

Posted by [Lijitsu](#) on Fri, 24 Mar 2006 02:04:12 GMT

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Yes, as a .tga. Not everyone has photoshop, thank you.

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**Subject: Re: Wierd**

Posted by [Tunaman](#) on Fri, 24 Mar 2006 05:47:04 GMT

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That looks like a simple glitch on your client.. From what I've heard, a lot of times people will leave, but on your client it will show them as still there, and most of the time other players don't see them, but you do.

I've never experienced this myself, I've just seen it happen to people.

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**Subject: Re: Wierd**

Posted by [Kamuix](#) on Fri, 24 Mar 2006 14:22:45 GMT

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Possibly. I don't think he was ingame because i never saw him and it was M13. But he called me an idiot. That was while there was 4 people in the game.Quote:

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**Subject: Re: Wierd**

Posted by [rm5248](#) on Sat, 25 Mar 2006 02:25:24 GMT

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Lijitsu wrote on Thu, 23 March 2006 20:04Yes, as a .tga. Not everyone has photoshop, thank you.

Yeah, but everyone can get Irfanview.

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**Subject: Re: Wierd**

Posted by [Lijitsu](#) on Sat, 25 Mar 2006 03:03:15 GMT

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rm5248 wrote on Fri, 24 March 2006 21:25Lijitsu wrote on Thu, 23 March 2006 20:04Yes, as a .tga. Not everyone has photoshop, thank you.

Yeah, but everyone can get Irfanview.

Yes, but Hoversnap! is only a few MB.

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**Subject: Re: Wierd**

Posted by [EA-DamageEverything](#) on Sun, 26 Mar 2006 12:28:47 GMT

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Irfanview is less than 1MB without any Plugins.

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**Subject: Re: Wierd**

Posted by [Lijitsu](#) on Sun, 26 Mar 2006 12:38:30 GMT

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Hoversnap! is only at version .8, therefor it's got a lot of room for improvement. And, er, that's the last leg of my argument...

Edit: Version .8, not .88.

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**Subject: Re: Wierd**

Posted by [Blazer](#) on Mon, 27 Mar 2006 04:37:34 GMT

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Lijitsu wrote on Thu, 23 March 2006 21:04Yes, as a .tga. Not everyone has photoshop, thank you.

CP1 and CP2 give you the option of in-game screenshots being saved as .PNG instead of .TGA

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**Subject: Re: Wierd**

Posted by [Lijitsu](#) on Mon, 27 Mar 2006 07:11:38 GMT

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Blazer wrote on Sun, 26 March 2006 23:37Lijitsu wrote on Thu, 23 March 2006 21:04Yes, as a .tga. Not everyone has photoshop, thank you.

CP1 and CP2 give you the option of in-game screenshots being saved as .PNG instead of .TGA  
Quit killing my arguments! Besides, that one's been dead for a short while now. Though that is nice to know...

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