

EF 1 Voting System

Just like [Quake 3](#), EF does utilize a voting system, which allows players to call votes for game type, maps and kicking players. This does however require the server to allow that. Especially when using a map cycle, it is recommended to **not** allow voting, as after a map vote the map cycle will not continue on its own.

Configuring the Server to Allow Votes

To activate voting on the server, set `g_allowvote` to 1, which is the default.

How to Call for a Vote

After that, the principle is always the same. `callvote [command]` calls for a vote, whereas `[command]` can be one of the vote types:

- `map_restart`: Either restart the current map without new loading, or (if a previous vote or map cycle set it) load the next map.
- `nextmap`: Sets the next map. When the current round is finished, the map set by this command will be started.
- `map [mapname]`: Switches directly to the map given by `[mapname]`. Note: This is the **technical** name of the map, e.g. `hm_voy1`.
- `kick [playername]`: Asks whether the player with the nick defined by `[playername]` should be kicked from the server.
- `g_gametype [number]`: Switch the game type, e. g. from [DM](#) to [CTF](#). The change will take effect only after a changing the current map. See also [Game Types and Modes](#) on valid values for `[number]`.

How to Vote

Once a vote has been called, you will be notified by the game about that fact.



In order to vote, you have to use the command `vote`, followed either by `yes` or `no`. By default, `vote yes` is bound to `F1` while `vote no` is bound to `F2`.

Rules for the Vote Results

The decision whether a vote is successful or not follows these rules:

- Nobody can call for a vote, while another one is in progress (has been called but not decided finally, yet).
- Spectators cannot call for a vote.
- While the score board is shown between maps (intermission), votes cannot be called for.
- Each player can call up to three votes. (Not true, the code does check that condition, but the counter is never set.)
- The vote caller automatically counts as `yes`.
- The number of (valid) voters is the number of **human players not currently spectating**.
- A vote is successful, when **more** than half of the voters voted `yes`.
- A vote fails automatically, if that quota is not reached within 30 seconds upon vote call.
- A vote fails if at least half of the voters voted `no`.
- For the base line »half of the voters«, uneven numbers of voters are rounded down.

E.g. 3 players allowed to vote means the vote:

- is successful with one additional `yes` vote (1 caller + 1 explicit `yes` = effectively 2 `yes` votes, half of 3 players for comparison is 1.5, rounded down to 1, effectively evaluating to $2 > 1$, so vote is successful) but also
- fails with one `no` vote (1 caller equals 1 `yes` vote, half of players is still 1, so $1 \geq 1$ is fulfilled, vote fails).

If you are playing with no other human players on a server (so alone or only bot players besides you),

then votes are always passed, because 100% of voters voted yes.

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