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.

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

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

- `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]`.
- `kick [playername]`: Asks whether the player with the nick defined by `[playername]` should be kicked from the server.
- `clientkick [number]`: Same as `kick`, just this time with the players number `[number]`. To get the number of a player, use `/serverstatus`.
- `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 section Game Types on this subject.

All changes will only take effect, when there were at least 50% of the participants voting for yes. The player calling the vote counts as a vote as well. 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.

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. While the score board is shown between maps (intermission), votes cannot be called for.

Star Trek: Voyager Elite Force