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Subject: Re: Red Alert 2: Apocalypse Rising Recruitment  
Posted by [GEORGE ZIMMER](#) on Fri, 23 Feb 2007 23:41:03 GMT  
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Not only that, but they would still have control. The point of having a Yuri unit is to make them for their side. While it may be a good idea, I bet the people will just instead decide to try and hamper their newly gained Yuri team.

And, as for how to choose which team, since Renegade doesn't really support 3 teams, I have an idea.

Alright, you know how in many co-op servers, it auto teams you to GDI or Nod? How about you use this, but instead, it teams you to a neutral team.

Once done, the neutral team will spawn in some completely seperate area in the map, as units that can't attack (To prevent spawn killing). They are then presented with 3 choices- Allies, Soviets, and Yuri. Something flashy, perhaps, to get peoples attention, and with a sign saying "Enter here to join team Allies/Soviets/Yuri". When the player steps in this area, they are then teamed to the team they chose.

No, it shouldn't teleport them, because then it'd have to be a single teleport, I think. I'm quite certain once your team is changed, you respawn anyway .

That's my idea for how you can set up 3 teams. If theres a way you can select it via a startup menu, then that'd be better, but until then, why not use this

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