
Subject: Re: Need someone for ASM.

Posted by [reborn](#) on Tue, 18 Dec 2007 04:33:51 GMT

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He wants someone to make the server display a third team (-1) at the end of the map on the player scores screen. He also needs someone who can disable friendly fire on the -1 team, it is hard coded and I have been told it is client side.

It would also be cool if the third faction could be displayed on the WOL listings too.

The friendly fire issue I am hoping is just some boolean, a small thing... But I am guessing that enabling the third team to be seen at the end of the map would be quite hard.

He needs this because the mod he is working on uses three teams.

I wanted to see if it was possible to get three teams (or more) working in-game, so I said I would help them.

I have created a spawn manager to cope with three teams, it re-balances the teams after the map loads, and re-distributes the player when they join to ensure it is balanced. The manager also gives them a random spawn position out of a list of 32 possible spawns for the given map (as I still haven't been able to find a way in level edit to do this, although someone did say it was possible). However, this is all rather redundant if the team cannot be displayed at the end of the map, and that team can go around killing themselves.

Proof of concept:

http://www.mp-gaming.com/reborn/movies/Third_Faction.wmv

I hope someone does help them with this, it would be nice just to see if it is possible to get it working really.
