
Subject: Re: !sellveh

Posted by [reborn](#) on Wed, 23 Apr 2008 23:22:01 GMT

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HeavyX101 wrote on Wed, 23 April 2008 19:17 nice work

i heard that u made it possible that u could make renegade have 3 teams or it is some one else was it u ?

I didn't really make the renegade engine support three teams, it could always do that really. I just wrote a team re-balancing script that worked on the player join event and map load event. Plus wrote a spawn manager because the start-up spawners don't really work for any other team besides GDI and Nod.

But yeah, the effect was three teams at the same time all playing together. The systems was not without flaws though, some assembly on the clients is required to display the endgame results properly and also make the clients on the third team not able to kill eachother. But it was all going well until I started focusing more time on cnc_reborn. I do intend to get back to it eventually...
