I made this Team change message system and Force team change if teams have 3 or more
players. It works but is it proper to attach it to the level load hook.

```
void tctimer::Created(GameObject *obj){
 Commands->Start_Timer(obj,this,30.0f,1);
 Commands->Start_Timer(obj,this,200.0f,2);
 Commands->Start_Timer(obj,this,8.0f,3);
}


void tctimer::Timer_Expired(GameObject *obj,int number){
 if(PluginSettings->TeamChange)
 {
 //printf("TC Timer Expired\n");
 int difference = 0;
 int gdiPlayers = (Tally_Team_Size(1));
 int nodPlayers = (Tally_Team_Size(0));
 int teamnod = 0;
 int teamgdi = 1;
 GameObject *ato = Find_First_Player(teamnod);
 GameObject *ato2 = Find_First_Player(teamgdi);
 int ID = Get_Player_ID(ato);
 int ID2 = Get_Player_ID(ato2);
 if (gdiPlayers - nodPlayers )
 {
  difference = gdiPlayers - nodPlayers;
  //printf("Player difference %d\n",difference);
 }
 if(number == 1)
 {
  if (difference >= 2)
  {
   Console_Input(StrFormat("msg Use the Team Change Chat Comamnd !tc to switch
Teams").c_str());
  }
  if (difference <= -2)
  {
   Console_Input(StrFormat("msg Use the Team Change Chat Comamnd !tc to switch
Teams").c_str());
  }
  Commands->Start_Timer(obj,this,30.0f,1);
 }
 else if(number == 2)
```

```
  {
   if (difference >= 2)
   {
    Console_Input(StrFormat("msg What are you doing idiots Even The Teams.").c_str());
   }
   if (difference <= -2)
   {
    Console_Input(StrFormat("msg What are you doing idiots Even The Teams.").c_str());
   }
   Commands->Start_Timer(obj,this,200.0f,2);
  }
  //auto switch
  else if(number == 3)
  {
   if (difference <= -3)
   {
    Change_Team_By_ID(ID,1);
    Console_Input(StrFormat("msg Force Team Change Engaged %s Switched to team GDI
",Get_Player_Name_By_ID(ID)).c_str());
   }
   if (difference >= 3)
   {
    Change_Team_By_ID(ID2,0);
    Console_Input(StrFormat("msg Force Team Change Engaged %s Switched to team Nod
",Get_Player_Name_By_ID(ID2)).c_str());
   }
   Commands->Start_Timer(obj,this,15.0f,3);
  }
 }
}

extern "C" {
 DLLEXPORT void SSGM_Level_Loaded_Hook() {
  PluginSettings->Load();
  if(PluginSettings->TeamChange)
  {
   GameObject *temp = Commands->Create_Object("Invisible_Object",Vector3(0.0f,0.0f,0.0f));
   Commands->Attach_Script(temp,"tctimer","");
  }
 }
}
```