Subject: Re: Server.dat patch
Posted by cAmpa on Sat, 05 Feb 2011 20:48:05 GMT
View Forum Message <> Reply to Message

RR fixed it too.

You can choose there:
Quote:
emptyTeamBehaviour = 'ignore';   // sets what will happen if one team runs out of players:
                         //   'default' - default Renegade behavior: the game is paused
                         //   'ignore'   - the game can be played as if there are players on both
teams (choose this for co-op)
                         //   'interrupt' - the game will be interrupted (no damage allowed, but
anything else can be done)