
Subject: Teams

Posted by [Sladewill](#) on Tue, 23 Jun 2009 12:05:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

There is no limit of teams if im correct u could have 127 different teams if u do -numbers u can keep going why didnt Westwood make a limit?

Subject: Re: Teams

Posted by [danpaul88](#) on Tue, 23 Jun 2009 12:07:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

... why the heck would you WANT 127 teams?

Subject: Re: Teams

Posted by [Sladewill](#) on Tue, 23 Jun 2009 12:08:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well all against all maybe but why was the limit left wide open?

Subject: Re: Teams

Posted by [reborn](#) on Tue, 23 Jun 2009 12:40:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, that's not true. You can't have 127 teams. I think it goes from like -5 to 1 or something like that. Anything else just defaults back to a valid team.

Subject: Re: Teams

Posted by [danpaul88](#) on Tue, 23 Jun 2009 13:25:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think it's -1 to 4 actually, but I am not certain. 0 and 1 are GDI and Nod (not necessarily in that order) and I think 2 is neutral. The others are things like mutant and civilian, but they are effectively the same as neutral.

Subject: Re: Teams

Posted by [mr£Ä\\$Ä-z](#) on Tue, 23 Jun 2009 13:55:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dont forget Chicken Army

Subject: Re: Teams

Posted by [reborn](#) on Tue, 23 Jun 2009 14:16:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah you could well be right.

Plus those other teams have friendly fire embedded in them by default.

Subject: Re: Teams

Posted by [Sladewill](#) on Tue, 23 Jun 2009 16:45:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

earlier on i did team -2000 and did a team message and i had a hook and it showed what team its on.

[13:03:33] _GAMELOG

CREATED;SOLDIER;1500001113;CnC_GDI_MiniGunner_0;-134;-133;0;0;100;100;-2000;Sladew
