
Subject: Is there a way to "override" team balancing?
Posted by [E-102 Gamma](#) on Thu, 18 Nov 2010 21:32:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Problem solved.

Recently, my dad and I tried to play some C&C Renegade on a LAN game. We wanted to play on the same team (because he's somewhat unexperienced at FPS games, and if we were against each other, I'd clobber him so badly it wouldn't even be funny), but found that as soon as he switched over to my team, we immediately won with the game with it saying that we had gotten the higher score by the end of the round or something like that. Then the next round started, but since it was 2 Vs. 0, the message "GAMEPLAY PENDING" popped up in the middle of the screen, and we couldn't move or shoot.

So, is there a way to "override" this team balancing?

Thanks for any help in advance.

Secret thingie [Link to a nearly identical post on http://forums.commandandconquer.com!](http://forums.commandandconquer.com/)
Another secret thingie (Made by me, of course)

Subject: Re: Is there a way to "override" team balancing?
Posted by [Goztow](#) on Fri, 19 Nov 2010 07:26:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are some coop servers online. I think that's your only possibility.

Subject: Re: Is there a way to "override" team balancing?
Posted by [E-102 Gamma](#) on Fri, 19 Nov 2010 19:12:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

But we want to play on some multiplayer "_AI" maps (that is, maps that have bots on them). If the coop servers can force everyone to one team, there's gotta be a way for me to do the same.

Subject: Re: Is there a way to "override" team balancing?
Posted by [Tupolev TU-95 Bear](#) on Fri, 19 Nov 2010 20:11:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Playing with a map (for e.g C&C_blahblahAI.mix) will still do the same, since the bots are added to the map. Trying to play 2v0 will still do the GAMEPLAY IS PENDING.

Only way to do this is if you make scripts or host a server. I don't think that made sense.

Subject: Re: Is there a way to "override" team balancing?
Posted by [E-102 Gamma](#) on Sat, 20 Nov 2010 00:57:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

I already knew the bots wouldn't solve the GAMEPLAY PENDING problem. That's why I made a thread here.

But yeah, there's probably some sort of mod or script that can force all players to one team. If any of you happen to find such a mod/script, I would very much appreciate a link to it.

Subject: Re: Is there a way to "override" team balancing?
Posted by [Reaver11](#) on Sat, 20 Nov 2010 16:40:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Easiest way on lan would be to use an extra pc.
Even a Pentium 2 or Pentium 3 would do it's a dummy player anyways.

Or if your pc is good enough host another Renegade instance, although I know it works online im not sure if this works with lan.

Last solution to use is to install a server with the gameplay pending fix.

Subject: Re: Is there a way to "override" team balancing?
Posted by [E-102 Gamma](#) on Sat, 20 Nov 2010 22:03:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11Easiest way on lan would be to use an extra pc.
Even a Pentium 2 or Pentium 3 would do it's a dummy player anyways.
This is what I was thinking of doing, although I would consider it a last resort.

Reaver11Last solution to use is to install a server with the gameplay pending fix.
Thanks. I'll look this fix up.

Subject: Re: Is there a way to "override" team balancing?
Posted by [Reaver11](#) on Sun, 21 Nov 2010 10:41:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

E-102 Gamma wrote on Sat, 20 November 2010 16:03Reaver11Last solution to use is to install a server with the gameplay pending fix.
Thanks. I'll look this fix up.

That fix is only if you have an FDS installed.
Which means internet play.

Subject: Re: Is there a way to "override" team balancing?
Posted by [E-102 Gamma](#) on Sun, 21 Nov 2010 19:56:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can't FDS host a LAN game?

Subject: Re: Is there a way to "override" team balancing?
Posted by [Reaver11](#) on Sun, 21 Nov 2010 20:48:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well what you would do is the following.

- 1) You set up the server. (dl the dedicated server program)
- 2) Install your maps and set a password to the server.
- 3) Use RenIP or any other method to connect to your game.

You dont really need Brenbott or SSGM for your purpose.

Subject: Re: Is there a way to "override" team balancing?
Posted by [E-102 Gamma](#) on Sun, 21 Nov 2010 23:15:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

I finally got TFD working and set it to LAN mode. With the No Gameplay Pending fix, my dad and I were able to play on the same team.

Thanks for the help, guys.
