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Subject: Re: anyone know how i add another team to LE

Posted by [reborn](#) on Wed, 02 Jul 2008 21:57:00 GMT

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The thing is, I just wrote code to re-balance teams on the level load event and team players so they wasn't stacked on player join. I hard coded some spawn points for the new team and it works fine I guess.

That isn't really enabling the third team, that's just a crap way of getting around it. But I guess it works...

The real pain is the assembly that is needed to make the third team viewable on the game over ladder, and also changing the clients to disable treasonous killing of each-other on any team other then 0 or 1, and some other fiddly things.

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