
Subject: anyone know how i add another team to LE

Posted by [cpjok](#) on Wed, 02 Jul 2008 15:36:38 GMT

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ok im making a little map but i want to add another team to the PCT bit

but it only lets me pic nod or gdi

how do i add a new team alltogether

so i can make new PCT and and new team

like were in vehicle you can pic a team out of 5 differant ones but non work on PCT besides nod and GDI

hope you know what i mean

like the mutants have a PCT but when they press E on it it crashed game and turns off

cos there isnt a team purchase settings or purchase settings that allow you to pick team mutant

EDIT: Like these rough makes

File Attachments

1) [ss2.JPG](#), downloaded 493 times

```
TimeManager::Update: warning, frame 33562 was slow (7122 ms)
TimeManager::Update: warning, frame 33563 was slow (70425 ms)
TimeManager::Update: warning, frame 33566 was slow (8905 ms)
```

2) [ssl.JPG](#), downloaded 510 times



Edit object

General Settings Dependencies

Team GDI
 Team GDI
 Team NOD
 Team Mutant GDI
 Team Mutant NOD
 Entry
 Name **New Team**

Cost 0

Texture

Object

Alt Texture 1

Alt Object 1

Alt Texture 2

OK

Cancel

Subject: Re: anyone know how i add another team to LE
Posted by [cnc95fan](#) on Wed, 02 Jul 2008 17:23:03 GMT
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Obviously it can't be done without ASM hacks. It is not doable with just Level Edit.

Subject: Re: anyone know how i add another team to LE
Posted by [cpjok](#) on Wed, 02 Jul 2008 17:43:56 GMT
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whats ASM hacks

Subject: Re: anyone know how i add another team to LE
Posted by [saberhawk](#) on Wed, 02 Jul 2008 17:49:13 GMT
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cpjok wrote on Wed, 02 July 2008 12:43whats ASM hacks

The answer is: You just don't.

Subject: Re: anyone know how i add another team to LE
Posted by [HeavyX101- Left](#) on Wed, 02 Jul 2008 17:58:32 GMT
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Is there anyone that have hacked Renegade with ASM hacks ?

Subject: Re: anyone know how i add another team to LE
Posted by [reborn](#) on Wed, 02 Jul 2008 18:17:51 GMT
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HeavyX101 wrote on Wed, 02 July 2008 13:58Is there anyone that have hacked Renegade with ASM hacks ?

That I know of, or assume have (to any depth of consequence):

Jonathan Wilson
Roshambo
Silent Kane
v00d00
StealthEye
SaberHawk

Vloktboky
WhiteDragon
0X09

There are most likely more, but this is the list of people I would say probably have.

What you're asking is a royal pain in the bum.

Subject: Re: anyone know how i add another team to LE
Posted by [HeavyX101- Left](#) on Wed, 02 Jul 2008 18:31:36 GMT
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reborn wrote on Wed, 02 July 2008 14:17HeavyX101 wrote on Wed, 02 July 2008 13:58Is there anyone that have hacked Renegade with ASM hacks ?

That I know of, or assume have (to any depth of consequence):

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Ok i have a question...

If i make a mod that is really good, for example cnc 3 for renegade

So , if i need to edit something on renegade, would you guys tell me the secret and let me modify it?

And by the way, me and CPJOK are making a cnc 3 mod for renegade. I'm the modeler. So, i cant tell or show any info about it. But it is going well. Hope people would join after the info is released
And 0X09 made *cheat name removed*right?

Subject: Re: anyone know how i add another team to LE
Posted by [cnc95fan](#) on Wed, 02 Jul 2008 20:16:34 GMT
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What secret? What the hell? ASM is a language (assembler). Yes, he made RGH, so evident idiots like you can use them.

Subject: Re: anyone know how i add another team to LE
Posted by [mr£Ä\\$Ä-z](#) on Wed, 02 Jul 2008 20:34:14 GMT
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Im sure Yrr can do, because he pwns with his RR

Subject: Re: anyone know how i add another team to LE
Posted by [cnc95fan](#) on Wed, 02 Jul 2008 20:37:17 GMT
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I've tried asking about this thing a million times, and researching it two million times. I do NOT believe there is ANY coder within the Renegade community who is willing to rewrite the gameover code and many other large-scale features of Renegade.

Subject: Re: anyone know how i add another team to LE
Posted by [HeavyX101- Left](#) on Wed, 02 Jul 2008 20:48:58 GMT
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cnc95fan wrote on Wed, 02 July 2008 16:16What secret? What the hell? ASM is a language (assembler). Yes, he made RGH, so evident idiots like you can use them.
You should not ask any questions about secrets

Subject: Re: anyone know how i add another team to LE
Posted by [mr£Ä\\$Ä-z](#) on Wed, 02 Jul 2008 20:50:56 GMT
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You could use "Neutral" as a 3rd Team. Place a Object on the map call it "Netral Object or something like that. Create a Script that everyone on Neutral will switch teams when the Object is destroyed... same for GDI etc...

Subject: Re: anyone know how i add another team to LE
Posted by [cpjok](#) on Wed, 02 Jul 2008 20:55:06 GMT
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i was gonna use netral team but they dont have a PCT do buy stuff and you carnt add one for that team

so i decided to use switches instead

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

Posted by [cnc95fan](#) on Wed, 02 Jul 2008 21:01:43 GMT

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Can't is only can with a 't in front of it.

Madrocks, if you look at our previous Blogs, you will notice we used team mutant 2 as a third side. The pictures show it is not without its problems. Thanks to Reborn for the great coding of that spawner.

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

Posted by [mr£Ä\\$Ä·z](#) on Wed, 02 Jul 2008 21:08:33 GMT

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k

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.

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

Posted by [saberhawk](#) on Thu, 03 Jul 2008 00:44:21 GMT

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reborn wrote on Wed, 02 July 2008 16:57The 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.

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ladder, and also changing the clients to disable treasonous killing of each-other on any team other than 0 or 1, and some other fiddly things.

In other words, it's just too much work for an engine which wasn't designed to handle more than 2 playable teams...
