
Subject: Re: SSAOW Version 1.4.1

Posted by [Naamloos](#) on Wed, 01 Feb 2006 00:40:50 GMT

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Whitedragon wrote on Wed, 01 February 2006 00:30

- New: Setting ForceTeam has been added. This setting can be used to force all players that join the server to switch to the specified team. Intended for CO-OP servers where all players are supposed to be on the same team.

Does this also work for custom maps and not just the edited SP levels? Because that may actually be very usefull for my C&C_Assault map, if anyone ever decides to host it, anyway
