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Subject: Re: Team Remix

Posted by [jnz](#) on Wed, 27 Sep 2006 21:41:08 GMT

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EvilWhiteDragon wrote on Wed, 27 September 2006 22:39Hmm I hope this isn't caused by our reserved slots, I will ask either Dead6re or StealthEye to have a look tomorrow as they are unavailable right now.

If we will see this happening with our fix we might decide to include our improved team remix feature, which is based on score instead of randomizing the players teams.

how will that work? as in does th top #1 get GDI #2 get NOD etc?

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