
Subject: Re: Team Remix

Posted by [StealthEye](#) on Thu, 28 Sep 2006 10:52:12 GMT

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Our team remix loops through the players from high->low score, then adds them to the team with the lowest score, unless that would make the teams uneven ($\text{maxplayers}/2$), rounded up. The first team is randomly chosen.

So your example was correct EWD.

I wonder how the reserved slots could be causing that, but will ask dead6re to look into it, as he made the reserved slots feature.
