
Subject: Re: Is there a way to "override" team balancing?
Posted by [E-102 Gamma](#) on Fri, 19 Nov 2010 19:12:56 GMT
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But we want to play on some multiplayer "_AI" maps (that is, maps that have bots on them). If the coop servers can force everyone to one team, there's gotta be a way for me to do the same.
