
Subject: Re: Is there a way to "override" team balancing?

Posted by [Tupolev TU-95 Bear](#) on Fri, 19 Nov 2010 20:11:42 GMT

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Playing with a map (for e.g C&C_blahblahAI.mix) will still do the same, since the bots are added to the map. Trying to play 2v0 will still do the GAMEPLAY IS PENDING.

Only way to do this is if you make scripts or host a server. I dont think that made sence.
