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

Posted by [Reaver11](#) on Sun, 21 Nov 2010 20:48:27 GMT

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Well what you would do is the following.

- 1) You set up the server. (dl the dedicated server program)
- 2) Install your maps and set a password to the server.
- 3) Use RenIP or any other methode to connect to your game.

You dont really need Brenbott or SSGM for your purpose.

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