
Subject: Re: Server.dat patch

Posted by [Jerad2142](#) on Sun, 06 Feb 2011 19:24:45 GMT

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cAmpa wrote on Sat, 05 February 2011 13:48RR fixed it too.

You can choose there:

Quote:

```
emptyTeamBehaviour = 'ignore'; // sets what will happen if one team runs out of players:
```

```
    // 'default' - default Renegade behavior: the game is paused
```

```
    // 'ignore' - the game can be played as if there are players on both
```

```
teams (choose this for co-op)
```

```
    // 'interrupt' - the game will be interrupted (no damage allowed, but
```

```
anything else can be done)
```

Is this even after the no gameplay pending patch?
