Subject: plz tell me u can do this Posted by cncravage on Tue, 04 Jan 2005 20:58:16 GMT View Forum Message <> Reply to Message

hey one more ? before i start

is there any way at all that i can make it so everyone who joins the game will be on the same team without getting that stupid gameplay pending thing?

id like to have everyone able to spawn and play on the gdi team, but theres no real person on the nod side, without that gameplay pending thing

it would be really nice to know a way to do this

thx again

- cncravage

Subject: plz tell me u can do this Posted by laeubi on Tue, 04 Jan 2005 21:21:58 GMT View Forum Message <> Reply to Message

Zunnie did this, by run another PC with Ren and a person on NOD, then with BR Teamchange everyone that joins to GDI or Nod Team.

Subject: plz tell me u can do this Posted by Burn on Tue, 04 Jan 2005 21:26:43 GMT View Forum Message <> Reply to Message

I've experimented with this several times. I tried to run two computers on two different teams, and when the game starts, simply click "Change Team" and I would theoretically have two computers on the same team. Of course, it stops the game and says, "Nod/GDI wins due to server shutdown."

Subject: plz tell me u can do this Posted by cncravage on Wed, 05 Jan 2005 00:53:01 GMT View Forum Message <> Reply to Message

ok good so you can do it

well i know br = brenbot, but how do i do the teamchange part?

do i just get everyone thats on nod to click change team and they will go to gdi? or is there a command i have to do?

i downloaded brenbot and read its readme's and textfiles n it didnt say anything about teamchange.....

thx again

- cncravage

Subject: plz tell me u can do this Posted by laeubi on Wed, 05 Jan 2005 10:42:47 GMT View Forum Message <> Reply to Message

If you don't have a FDS you can't use BR, and the command is called !ftc PLAYERNAME and is managed by an IRC Script as far as I know, ask zunni for this

Subject: plz tell me u can do this Posted by Burn on Wed, 05 Jan 2005 19:21:17 GMT View Forum Message <> Reply to Message

Ravage, go to http://www.brenbot.com/ and download a readme for BrenBot. It will tell you what BrenBot is and what it can do, such as commands, etc. There's a wealth of information in there.

To download BrenBot, go to http://www.cnc-source.com/ and go under files, and go to Renegade. I believe BrenBot is under the "Misc." category. Go there and download the latest still distributed version of BrenBot.

Good luck.

Subject: plz tell me u can do this Posted by zunnie on Thu, 06 Jan 2005 05:27:10 GMT View Forum Message <> Reply to Message

v00d00 made some changes for us on the server, they are not public for as far as i can tell.

The one solution to this is to have a PC with renegade join on team Nod, and then make everyone !forcetc <user> to GDI when they join the server.

```
if ($3 == joined) {
   .timer 1 1 msg $chan !forcetc $strip($remove($1,:))
}
```

Only 2 small problems here are that BRenBot doesnt show what team the player joined on. So, in

case a player joins on GDI, the bot will change him to Nod. Same goes when a GDI player loses connection to the game and rejoins, the bot will change him to Nod. :S Also, when a map ends and the next map loads, teams are 'rebalanced' and several people will be put on Nod to even teams.

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