
Subject: Is it possible...

Posted by [MrSpeed](#) on Tue, 18 Jan 2005 01:59:24 GMT

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Is it possible for someone to write in something to the game to not allow a odd player to join till the teams are even? I mean it really sux a 4 vs 5 and have the 5th guy take out a building or sit and repair then have all kinds of cash whne the 6th guy arrives. HELP!!!!

I also have noticed on our servers we cant use the !teams option either.

Subject: Is it possible...

Posted by [Majiin Vegeta](#) on Tue, 18 Jan 2005 02:13:24 GMT

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the server will stay EMTPY forever

if an odd player cannot join then the server would never fill up

Subject: Is it possible...

Posted by [Crimson](#) on Tue, 18 Jan 2005 14:15:26 GMT

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I would think he means for the "odd guy" to have GAMEPLAY PENDING.

Subject: Is it possible...

Posted by [zunnie](#) on Sat, 22 Jan 2005 04:04:35 GMT

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Thats pretty dumb if that was done.

Obviously the guy is joining on the losing team so they could get another hand really

Subject: Is it possible...

Posted by [bo1nk](#) on Sun, 23 Jan 2005 01:25:02 GMT

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Is it possible to remove the part where it prevents you from using the extras? I mean come on I like to play around with them every now and then on the multy player pract or when I'm messing on single player maps by my self. It really shouldn't completely remove the extras command.

Subject: Is it possible...

Posted by [Nightma12](#) on Sun, 23 Jan 2005 09:09:21 GMT

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extras work on non-laddered games

Subject: Is it possible...

Posted by [bo1nk](#) on Sun, 23 Jan 2005 19:20:33 GMT

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well explain why they dont work int he multiplayer practice like they use to then

Subject: Is it possible...

Posted by [Nightma12](#) on Sun, 23 Jan 2005 19:44:27 GMT

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have you got it set to laddered in the ini file?

Subject: Is it possible...

Posted by [bo1nk](#) on Sun, 23 Jan 2005 23:16:29 GMT

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no its not laddered

as for being in the ini folder I dont know what the hell that is.

Subject: Is it possible...

Posted by [bo1nk](#) on Sun, 23 Jan 2005 23:36:58 GMT

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now I cant use extras at all what the hell is wrong with this program I gonna have to reinstall the hole dammed thing because of it. the patch alone takes at least an hour to download.

Subject: Is it possible...

Posted by [Jecht](#) on Mon, 24 Jan 2005 02:13:48 GMT

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makin a script like this wouldnt be worth the time writing it.

Subject: Is it possible...

Posted by [MrSpeed](#) on Mon, 24 Jan 2005 04:18:15 GMT

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=[DT=gbull=[L]=]makin a script like this wouldnt be worth the time writing it.

Glad you think so while I go play some CS Source which knows how to handle messed up teams and control the odd player. Maybe you should tell them its not worth it.

AND... yes Crimson something like "gameplay pending" or let them float and watch but not let them build up cash and help repair or 1 xtra guy in apc.. Or maybe have an option that auto kicks people who do winning team change or someting.

What I know is our 24 person (team change option on so remix dosnt work) player server sometimes gets teams all messed up and a**holes change and mess up the game. For some messed up reason our !teams command wont work.

I think this option my be worth a little thought.

Subject: Is it possible...

Posted by [bo1nk](#) on Tue, 25 Jan 2005 21:27:28 GMT

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=[DT=gbull=[L]=]makin a script like this wouldnt be worth the time writing it.

please retype your post so as I can unerstand it.

Subject: Is it possible...

Posted by [cowmisfit](#) on Tue, 25 Jan 2005 21:38:55 GMT

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If you have any ounce of skill in you, 1 extra guy isn't gonna make a difference for shit.

Subject: Is it possible...

Posted by [bo1nk](#) on Tue, 25 Jan 2005 21:48:33 GMT

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cowmisfitIf you have any ounce of skill in you, 1 extra guy isn't gonna make a difference for shit.

well that depends who that 1 extra person is

(Im not saying any thing about myself)

Subject: Is it possible...

Posted by [liberator](#) on Tue, 25 Jan 2005 22:02:34 GMT

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Okay, if the join cash is set to zero(and it should be, keeps the n00b sniper bastards from racking massive kills as quick and forces the team to work together) 1 guy ain't gonna do jack crap late in the game. The most bebest 1337 pl4y3r in teh world(not me by any stretch of my fevered imagination) is worth exactly dick as a basic inf trying to kill tanks, engis or no.

Subject: Is it possible...

Posted by [IRON FART](#) on Wed, 26 Jan 2005 05:02:24 GMT

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cowmisfitIf you have any ounce of skill in you, 1 extra guy isn't gonna make a difference for shit. For smaller games, yes it does.

Our server isn't full a lot of the time so its common to have teams with only a few people on each side. Fair is fair.

Subject: Is it possible...

Posted by [MrSpeed](#) on Wed, 26 Jan 2005 20:36:15 GMT

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IRON-FARTcowmisfitIf you have any ounce of skill in you, 1 extra guy isn't gonna make a difference for shit.

For smaller games, yes it does.

Our server isn't full a lot of the time so its common to have teams with only a few people on each side. Fair is fair.

Even 5 vs 6 is tough sometimes on our server because there are quality players there. That one xtra guy is the one left in the base repairing when you should of killed the building. THEN if you rush there is always the one xtra guy you need to watch out for and cant do that if your rushing and he slips in takes out your base. In a game of qo vs qo it aint so bad usally you got a fdew n000bs so makes no difference.

Can anyone tell me why the !teams no longer works and kicks the idiot who changes? I know i can force teamchange but what if a mod sint there?
