Subject: Team Swich
Posted by thrash300 on Wed, 11 Oct 2006 01:23:03 GMT
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I have CP2 everything works fine, or so I think it does. I open up the console box, type in team, do everything to swich a player, and it doesen't work!!!!!!!!!!!! Help!

Subject: Re: Team Swich
Posted by nopol10 on Wed, 11 Oct 2006 10:45:24 GMT
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team [player number] [team number]
team2 [player number] [team number]

[team number]= 0 or 1

Subject: Re: Team Swich
Posted by Zion on Wed, 11 Oct 2006 11:36:21 GMT
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To be more specific:

"team <id> <team>" (EG. "team 1 1" will change player number 1 (first to enter) to GDI (Team number 1). This will make <id> lose all cash and points.)
"team2 <id> <team>" (EG. "team2 2 0" will change player number 2 (second to enter) to Nod (team number 0). This will make <id> not lose cash or points.)

Key:
Teams

0 = Nod
1 = GDI

To get the ID of players, type "id" first.

Subject: Re: Team Swich
Posted by reborn on Wed, 11 Oct 2006 11:58:55 GMT
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Also there is another team..

2 = nuetral

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but it isn't really that relevant I guess...

Subject: Re: Team Swich
Posted by EvilWhiteDragon on Wed, 11 Oct 2006 12:17:54 GMT
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problem with the neutral team is that (I tink) it doesn't have spawnpoints in the map.

Subject: Re: Team Swich
Posted by xptek on Wed, 11 Oct 2006 12:19:50 GMT
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It spawns at 0,0,0.

Subject: Re: Team Swich
Posted by reborn on Wed, 11 Oct 2006 12:35:54 GMT
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There is a spawn position for the nuetral team on the map, however I have never found a way to add spawn positions for team nuetral or move it from 0,0,0 using level edit.
The only way I have ever been able to do it is with defined spawn positions in the scripts.dll.

Subject: Re: Team Swich
Posted by Zion on Wed, 11 Oct 2006 14:06:29 GMT
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I use teleporter scripts, place the zone at 0,0,0 and make them teleport somewhere else.

Hint: if you teleport onto the ground, make Z 3m higher so multiple neutral players don't spawn in eachother.

Subject: Re: Team Swich
Posted by thrash300 on Thu, 12 Oct 2006 23:39:58 GMT
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BIG THANKS! If I want to eject somebody out, Example: ~eject thrash300 ,does that player HAVE to have CP2?

Subject: Re: Team Swich
Posted by thrash300 on Fri, 13 Oct 2006 01:50:29 GMT
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Also, most of the time when I go onto Multiplayer LAN, it says that it did not detect any LAN line. What can I do to fix this?
Thanks In Advance!

Subject: Re: Team Swich
Posted by Jerad2142 on Fri, 13 Oct 2006 02:50:05 GMT
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Well after you have had a LAN line attached to your computer and you play Renegade it will always require a LAN connection (make sure the other computer [or hub] is on) if Renegade detects the LAN is not connected it will not let you play!

Subject: Re: Team Swich
Posted by LR01 on Fri, 13 Oct 2006 14:58:01 GMT
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Don't you only need a active i.p.?

Subject: Re: Team Swich
Posted by Kamuix on Fri, 13 Oct 2006 15:37:00 GMT
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Renegade spawner is for teams -1 and -2, but they are NOT the same, -1 is neutral and -2 in Unteamed

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Subject: Re: Team Swich
Posted by Jerad2142 on Fri, 13 Oct 2006 18:14:23 GMT
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Actually -1 is Mutant -2 is Renegade (A team against eveything [excluding unteamed]).

Subject: Re: Team Swich
Posted by thrash300 on Fri, 13 Oct 2006 23:49:49 GMT
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Jerad Gray wrote on Fri, 13 October 2006 03:50Well after you have had a LAN line attached to your computer and you play Renegade it will always require a LAN connection (make sure the

other computer [or hub] is on) if Renegade detects the LAN is not connected it will not let you play!

So all I have to do is connect a network cable to the computer?
Is there anything that I can do that will enable this via codes, scripts, ect, ect...?

Subject: Re: Team Swich
Posted by Zion on Sat, 14 Oct 2006 13:37:41 GMT
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If you and the server are behind a router, you're both in a LAN (Local Area Network), you can communicate to each other through your internal IPs without accesing the external IP or WAN (Wide Area Network (Internet)). Basicly, this is what you would need, a router or "Gateway" that routes multiple connections to one IP and sends them out to the WAN if you want a LAN server, try +connect-ing to it using the servers internal IP (EG. 192.168.0.2)

Subject: Re: Team Swich
Posted by Kamuix on Sat, 14 Oct 2006 17:42:50 GMT
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The team -2 is not againsed anything, its unteamed.

And Mutant is the same a Neutral

Subject: Re: Team Swich
Posted by Jerad2142 on Sun, 15 Oct 2006 07:31:53 GMT
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Mutant is not the same as neutral mutant is against GDI, NOD, and Renegade (You would know this if you ever used level editor).

Subject: Re: Team Swich
Posted by Kamuix on Sun, 15 Oct 2006 08:31:17 GMT
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As is they are both the same team, -2 is not against anything you idiot, its unteamed, the team "Neutral" is technically called mutant, but is considered as a Neutral team because it against everyone.

And yeah i guess anyone who has used LE before would automaticly know what team is what, and not have to go and test each one out, silly me

---

Subject: Re: Team Swich
Posted by Jerad2142 on Sun, 15 Oct 2006 17:37:33 GMT
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Neutral is the same as "unteamed" Renegade is a team which is against all teams. Mutant is friendly with its own teammates but no one else.

Mutant=-2
Renegade=-1
Nod=0
GDI=1
Unteamed=2

(Try not to throw a tantrum if you don't think something is right).

Subject: Re: Team Swich
Posted by Kamuix on Sun, 15 Oct 2006 18:07:27 GMT
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Haha, funny because I just tested this, In my server i set my team to -2 and walked around in every base, not a thing shot at me, nor Obelisk, or AGT or any other defences. Now i set my team to 2, the team you called Unteamed, than I walked around, The AGT shot the hell out of me, its clearly not unteamed. You might want to go test this out again

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Subject: Re: Team Swich
Posted by Nightma12 on Sun, 15 Oct 2006 18:21:50 GMT
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Unteamed=-2
Renegade=-1
Nod=0
GDI=1
Mutant=2

Subject: Re: Team Swich
Posted by Jerad2142 on Sun, 15 Oct 2006 20:15:17 GMT
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No I am making a mod and half way through level 9a all base defenses switch to team 2 and they stop shooting, and the ai stops shotting at them. -2 is also unteamed.

Wait a second, I bet you guys are talking about the console team change and not the script aren't you. Which would explain the difference in the teams number.

Subject: Re: Team Swich
Posted by Kamuix on Sun, 15 Oct 2006 20:43:54 GMT

There wouldn't be a difference, there must be a different explination for why that happens on your map