
Subject: Free For All

Posted by [BlueThen](#) on Sun, 03 Jun 2007 23:55:36 GMT

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I'm making some kind of free for all mutant bot wars thing... You start out in a building with gdi or nod team. There are 2 teleporters, a observer teleporter and a battle teleporter. If you go through the battle teleporter you become teamless and you become a mutant..

The problem is, is that if ther are 2 players, and one turns into a teamless member, the game will end. I'm not hosting via fds, so don't tell me to use the server patch. Please help.

Subject: Re: Free For All

Posted by [BlueThen](#) on Mon, 04 Jun 2007 00:39:47 GMT

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renalpha wrote on Sun, 03 June 2007 19:10why make them all neutral?
you should make like 3 or 4 factions

gdi, nod, neutral -1, neutral 2

If all the players are on the same team, then the game will end. Plus, if 2 people are on gdi, then it wouldn't be free for all anymore!

Subject: Re: Free For All

Posted by [IronWarrior](#) on Mon, 04 Jun 2007 01:22:19 GMT

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So what is wrong with using the server patcher?

Subject: Re: Free For All

Posted by [ST3ALTH](#) on Mon, 04 Jun 2007 01:24:58 GMT

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Interesting little idea, I would love to see it.

Subject: Re: Free For All

Posted by [BlueThen](#) on Mon, 04 Jun 2007 01:25:43 GMT

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IWarriors wrote on Sun, 03 June 2007 20:22So what is wrong with using the server patcher?
Isn't the server patcher only for fds? I do not plan to host this with fds... :/

Subject: Re: Free For All

Posted by [Whitedragon](#) on Mon, 04 Jun 2007 02:50:15 GMT

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There's no way to do that with undedicated servers right now.

Subject: Re: Free For All

Posted by [BlueThen](#) on Mon, 04 Jun 2007 02:55:13 GMT

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Whitedragon wrote on Sun, 03 June 2007 21:50: There's no way to do that with undedicated servers right now.

That sucks. :/
