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Subject: Multiplay Teams

Posted by [Shadow](#) on Sat, 22 Nov 2003 23:23:28 GMT

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Ok, this might sound stupid, but can you make it so in CnC Mode you don't have to wait for anyone on the other team to join but have more than one person playing? (ex. 2 GDI, No Nod)

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Subject: Multiplay Teams

Posted by [Aircraftkiller](#) on Sat, 22 Nov 2003 23:28:00 GMT

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No, it is not possible without rewriting parts of the game engine itself, as it would lead to the game being completely unfair.

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Subject: Multiplay Teams

Posted by [Titan1x77](#) on Sun, 23 Nov 2003 09:53:25 GMT

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you know what would be nice...if the server could pause the game from the start and as soon as each team loaded 10 players each(others could still join)..and have it sit there for 3-5 more mins(or a set amount by the server itself) and let the team chat about who's mining,organizing a lead rush and prehaps a gameplan for afterwards.

Im not looking at the con's of this idea at the moment,kind of just thought quick about it...But I think gameplay would go up several notches.

Maybe BR could work on this feature to make part of BR.net

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Subject: !

Posted by [Lynqoid](#) on Sun, 23 Nov 2003 16:15:32 GMT

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on a game i used to play... the game would start when every1 clicked accept.... so that could be an idea !Accept u know

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Subject: Multiplay Teams

Posted by [TheKGBspy](#) on Mon, 24 Nov 2003 21:25:41 GMT

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AircraftkillerNo, it is not possible without rewriting parts of the game engine itself, as it would lead to the game being completely unfair.

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depend on the game mode... for coop mode this would be perfect!  
a squad of 6 gdi commandos invading a big nod base hehe would be awesome!

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Subject: Multiplay Teams

Posted by [Cpo64](#) on Wed, 26 Nov 2003 21:40:20 GMT

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Well, I am sure if someone was to go threw all the problems of decompiling, and rewriting the game code, (is that even legal? lol) they would make sure that it was fair, and not unblanced. But if it was possible, my recomondations for the rewrite (which I doubt would happen) is first off a pure deathmatch, every person for them selves. Incuded with this would purhaps be a a way which you can change the colours of your character before you join the game, but this would mean you would have to rewrite the multiplayer portion aswell.

Second would be a Coop mood. Prity much the same thing as deathmatch in the codeing exsept with frendly fire and everyone on the same team.

Third would be a better method of Team Death Match. And forth would be a proper way of doing CTF.

But I doubt this rewrite would ever happen... as it probaly would be easier to mod another game to be like renegade. And less legal issues with that method...

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