Random map team sets

Posted by Jambo - 07 May 2012 21:26

Question regarding team sets that you either choose or set to 'random' for any randomly generated maps:

You know how there are various sets of sides you can use for randomly generated maps, e.g. Knightly Orders, Barbarians, Orc Tribes, Colleges of Magic, Undead Legions, Darkness and Light, etc. Well, is it possible to create new team sets which then have a chance of getting selected when you select 'random' for sides?

Also, are there any user created team sets which will fit straight into this random selection which can be used in random maps?

If so to etiher of these questions, where do you put them in the DLR directory to be included in this way?

Thanks!

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Re: Random map team sets

Posted by KGB - 08 May 2012 09:49

Jambo,

All those sides reside in a file called sides.dat located in Randscen/Random.

You can edit this (will need a hex editor) to change the sides if you want to (I suggest saving the original file first). Not sure if you can add more/new sides or not. Never tried doing that.

Usually if I want the AI to play with different sides I just create some and then manually assign them to each AI in the main menu.

KGB

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