

The Multi-Team Suite

A bunch of Halo Infinite 'node modes' with multi-team functionality

Links to the modes

Browse all on Halo Waypoint:

<https://www.halowaypoint.com/en-au/halo-infinite/ugc/browse?&tags=multi-team>

Get the scripts as a Prefab here:

<https://www.halowaypoint.com/en-au/halo-infinite/ugc/prefabs/e9334cc5-1713-470a-9152-0f495cff9c55>

Or find a mode below:

343i Modes

[illegible]

Custom Modes

[illegible]

Mode	2 Teams	3 Teams	4 Teams	5 Teams	6 Teams	7 Teams	8 Teams	Duos	Trios	Quads
Rocket Race	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Link to mode (Mongoose) Link to mode (Gungoose) Link to mode (Mini Mongoose) Link to mode (Mini Gungoose)	Link to mode (Rockethog) Link to mode (Mini Rockethog)	Link to mode (Razorback) Link to mode (Mini Razorback)

Default Gamemode Rules

Feel free to change any of these to suit your custom game (unless mentioned otherwise).

Slayer

- First to 25 kills

Strongholds

- First to 60 (i.e. hold 2+ zones for 60 secs)
- Initial Strongholds Ownership: None
- Note: UI will not show which specific team owns which Stronghold. This may lead to confusion when at least two zones appear red but no one is gaining points.

King of the Hill

- Legacy Scoring Enabled
- First to 150 (i.e. hold the hill for 150 secs)

Land Grab

- Standard rules apply (first to 11 zones captured)

Total Control

- Zone Capture Time: 5 secs
- Note: UI will not show which specific team owns which Zone. This may lead to confusion when all 3 zones are red but no one has gained a point.

Oddball

- First to 150 (i.e. hold the ball for 150 secs)

- 1 round only (instead of 2)

Elimination

- First to 3 rounds won
- No round limit

Fiesta

- First to 25 kills

Escalation Slayer

- 300 xp required per level (i.e. 3 kills or 6 assists)

Attrition

- First to 2 rounds won
- No round limit
- Danger Zone appears 2 mins into the round

Extraction

- 2 active sites
 - Except for the 3 teams mode, which has 1 active site

VIP

- Standard rules apply (first to 10 VIP kills)

Assimilation

- Uses Minigame as base mode
- 4 rounds
 - A round ends when all players are on the same team
- 1 point per slay
 - This makes the announcer say if a team is nearing victory; can be safely turned off

Rocket Race

- Uses Land Grab as base mode
 - As a result, the mode is playable on any map with support for Land Grab
- Zone Capture Time: 1s
- Zone Intermission Duration: 4s
- Initial Zone Incoming Duration: 7s
- Subsequent Zone Incoming Duration: 3s

- 1 zone per wave
- Indestructible vehicles
- Primary Weapon: Rocket Launcher
- Secondary Weapon: Grav Hammer
- Start with 2 Plasma Grenades
- Start with Repulsor
- Infinite ammo and equipment
- Weapon, Equipment, and Vehicle spawns disabled. Grenade spawns still enabled
- Weapon and Equipment pickup and dropping disabled
- Grenade Impulse Scalar: 200% (Grenades deal more knockback)
- Melee Impulse Scalar: 400% (Melee and Melee Weapons deal more knockback)
- Each team will spawn in a vehicle
- If all members of a team are dead, their vehicle will despawn and they will respawn in a new vehicle
- If a vehicle is somehow destroyed (e.g. fell off map), the next team member to spawn will spawn in a new vehicle
- Bots don't work too well with vehicles, but it's still possible to play a match with them. I suggest setting them to ODST difficulty

Known Issues

- Elimination/Attrition
 - Bots can revive players on other teams
- VIP
 - Announcer may say "Your VIP Eliminated" when a VIP on another team is eliminated
- All Modes
 - One team may occasionally have an extra member. This can violate max team size settings
 - WORKAROUND: Leave and restart the match. Working on a fix for this
 - Rocket Race has new scripts that should fix this, which will eventually be rolled out to other modes
 - Bots spawn together at the start of a match
 - Rocket Race has new scripts with a workaround for this, and will eventually be rolled out to other modes

How to implement the scripts into your own modes

Initial Setup

1. Bookmark the scripts prefab or one of the modes above
2. Load into a map of your choosing in Halo Infinite Forge
3. Open the Forge Menu (R on M&K, X on Controller)
4. Navigate to the Object Browser (first tab) and select either Prefabs (if you bookmarked the scripts prefab) or Modes (if you bookmarked a mode)

5. Find the desired prefab/mode and select it to place it into the map



6. There should be two script/mode brains. If you selected a custom mode, it may have more
7. One of the brains contains scripts for the multi-team functionality. The other brain contains scripts for debugging in Forge mode. These will be detailed below.

Using the Multi-Team Scripts

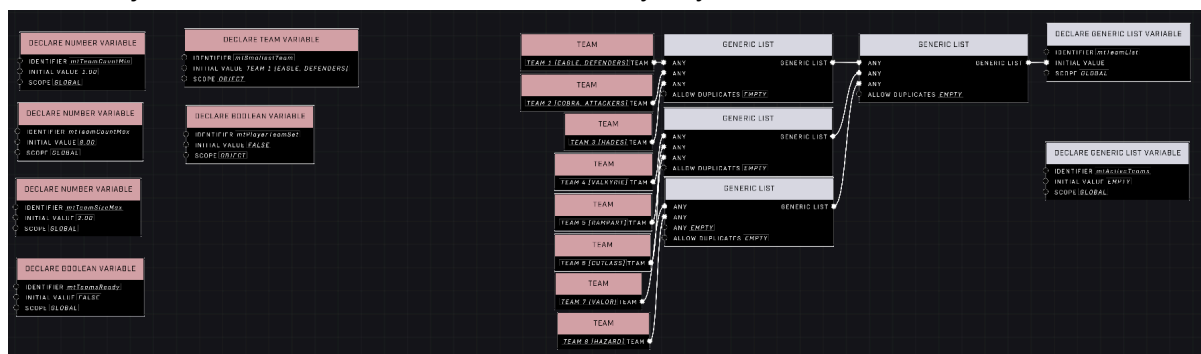
8. Select the prefab and open the node graph (N on M&K, Hold Y then select the top option on Controller)



9. If you do not see as many nodes as above, you may have opened the debug brain instead. If that's the case, follow the steps below:
 - Close the node graph (N on M&K, B on Controller)
 - Open the Forge Menu (R on M&K, X on Controller)
 - Navigate to the Object Properties (second tab) and change the Cycle Parent option (under General) to the other brain
 - Close the Forge Menu (R on M&K, B on Controller)
 - Open the node graph again (N on M&K, Hold Y then select the top option on Controller)

Variables/Parameters

In the top left hand corner, you will see a bunch of Declare Variable nodes. Some of these can be adjusted to suit the multi-team functionality to your needs.

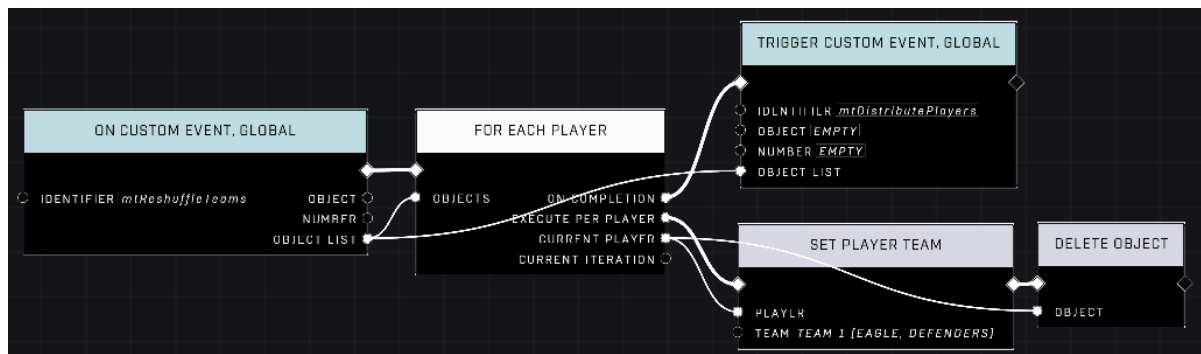


- mtTeamCountMin [Global]: Change this to adjust the minimum number of teams
- mtTeamCountMax [Global]: Change this to adjust the maximum number of teams
- mtTeamSizeMax [Global]: Change this to adjust the maximum number of players per team
- mtTeamsReady [Global]: Boolean used to indicate if the team distribution process has been finished
- mtSmallestTeam [Object, set on each player]: Used to store which team has the least number of players when assigning teams
- mtPlayerTeamSet [Object, set on each player]: Boolean used to indicate if a player has been assigned to a team by the script
- mtTeamList [Global]: A list of all teams to make working with teams easier, since it lets you refer to a team by its number
 - Thanks to Green and Artifice for this!
- mtActiveTeams [Global]: A list of teams that the script will consider when deciding which team to put a player in

Custom Events

The scripts include some custom events that you can trigger or attach your own scripts to.

mtReshuffleTeams

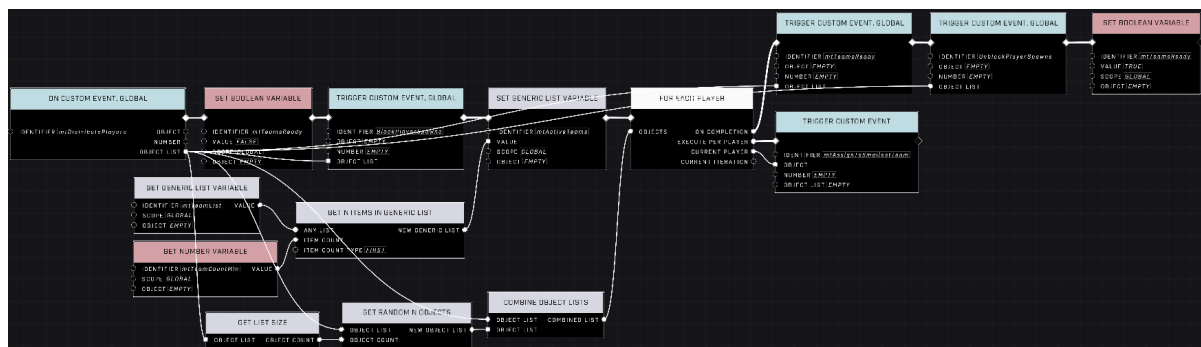


Trigger this event to reshuffle the teams the given object list of players are in.

Global Event. Requires an Object List of Players as input. Triggered in the debug script brain to reshuffle teams.

This event will set all players to team 1 and then kill them (otherwise players already on team 1 will remain alive). Then it will trigger mtDistributePlayers to divide players evenly across teams.

mtDistributePlayers

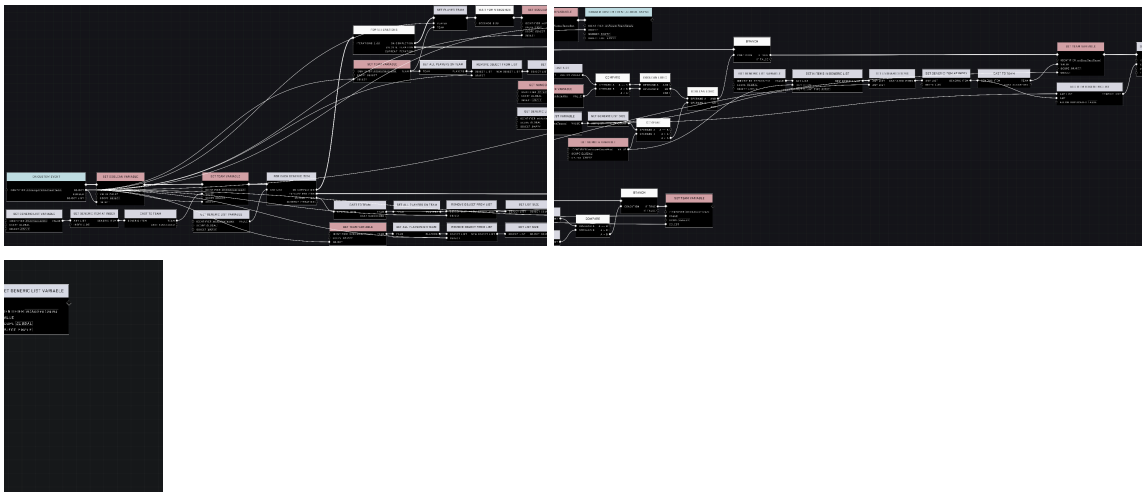


Trigger this event to evenly divide a given object list of players evenly across teams.

Global Event. Requires an Object List of Players as input. Triggered as part of mtReshuffleTeams and also On Game Start.

This event will set mtTeamsReady to false at the start and true at the end to indicate when it has finished distributing players. Player spawns will also be blocked during the process, and mtActiveTeams will be reset to contain the minimum number of teams. The event will then loop over a shuffled list of the players and trigger mtAssignToSmallestTeam for each player. After finishing the loop, the script will trigger mtTeamsReady.

mtAssignToSmallestTeam

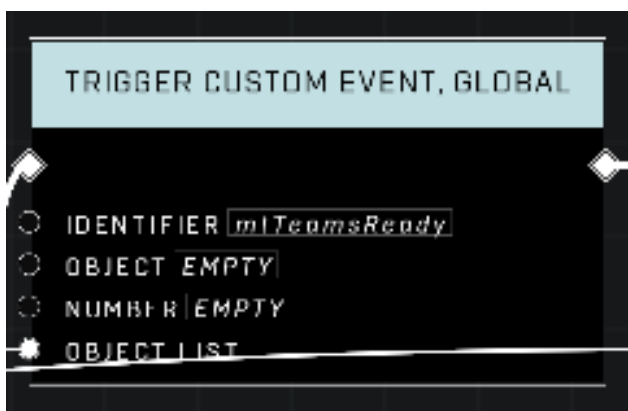


Trigger this event to assign a given player to the smallest active team.

Local Event. Requires a Player as input. Triggered as part of mtDistributePlayers and also On Player Joined.

This event will set mtPlayerTeamSet to false at the start and true at the end to indicate when it has finished assigning a player. mtSmallestTeam is used to store the current smallest team during the process. The event will loop over every team in mtActiveTeams. If the current team has fewer players than the team stored in mtSmallestTeam, then mtSmallestTeam is set to that team. After the loop is finished, the team stored in mtSmallestTeam is checked to see if it has reached the limit set by mtTeamSizeMax. If this is true, and the maximum number of teams as set by mtTeamCountMax has not been reached, then the next team in mtTeamList that is not in mtActiveTeams is set as mtSmallestTeam and added to mtActiveTeams list. Finally, after this check is done the player's team is set to mtSmallestTeam. The script will wait for 0.3 seconds to ensure the change is properly made (if this is not included, teams may not distribute properly). mtPlayerTeamReady is then triggered.

mtTeamsReady

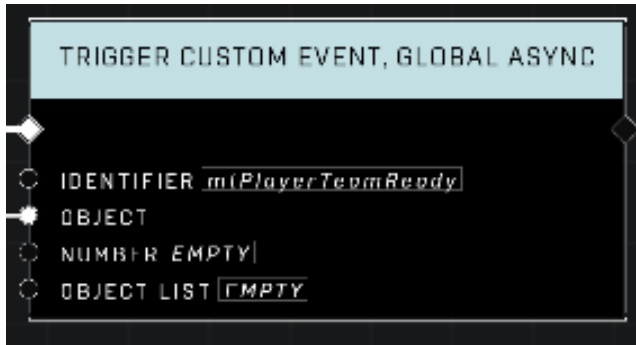


Add your own scripts to this custom event. The event will be triggered when players have been evenly distributed across the teams, before they spawn.

Global Event. Includes an Object List of Players as input. Triggered as part of mtDistributePlayers.

Use On Custom Event, Global with this identifier to have your own scripts run when players have been distributed into teams. You can make use of the object list input to get the players used in the process. Use this instead of On Game Start if you need to wait for all player's teams to be set before executing your scripts. Also note that this event is triggered before player spawns are unblocked.

mtPlayerTeamReady

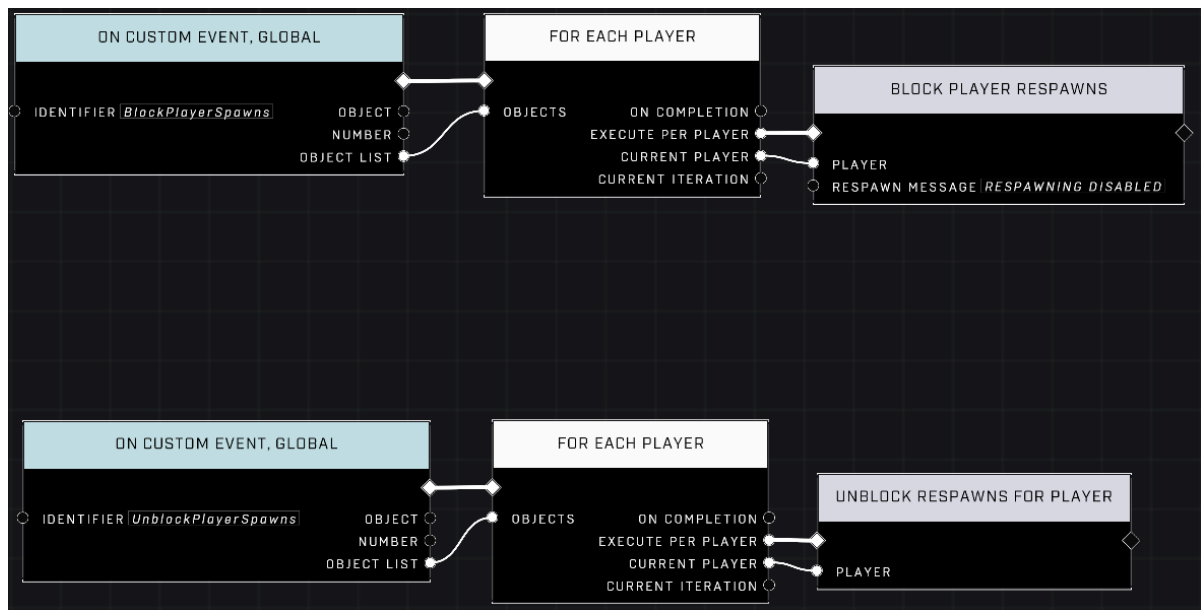


Add your own scripts to this custom event. The event will be triggered when a player has been assigned to a team, before they spawn.

Global Async Event. Includes a Player as input. Triggered as part of mtSmallestTeam.

Use On Custom Event, Global Async with this identifier to have your own scripts run when a player has been assigned to a team. You can make use of the object input to get the player that was just assigned to a team. This event uses Async to prevent interrupting the team distribution process and enable scripts to be run simultaneously for multiple players. Use this instead of On Player Joined if you need to wait for a joining player's team to be set before executing your scripts. Also note that this event is triggered before player spawns are unblocked.

BlockPlayerSpawns & UnblockPlayerSpawns

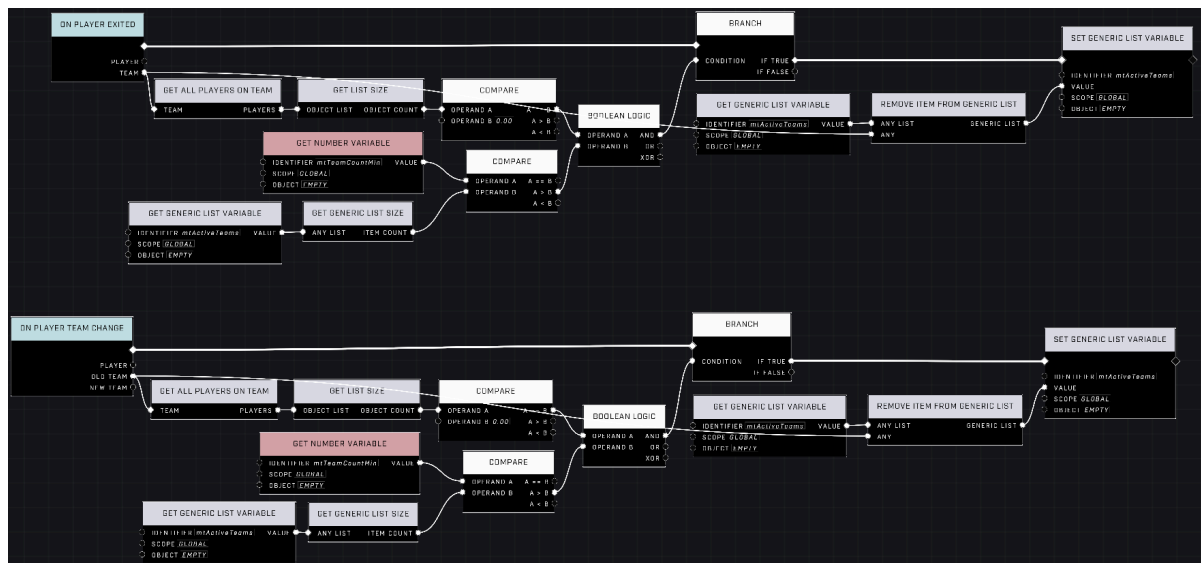
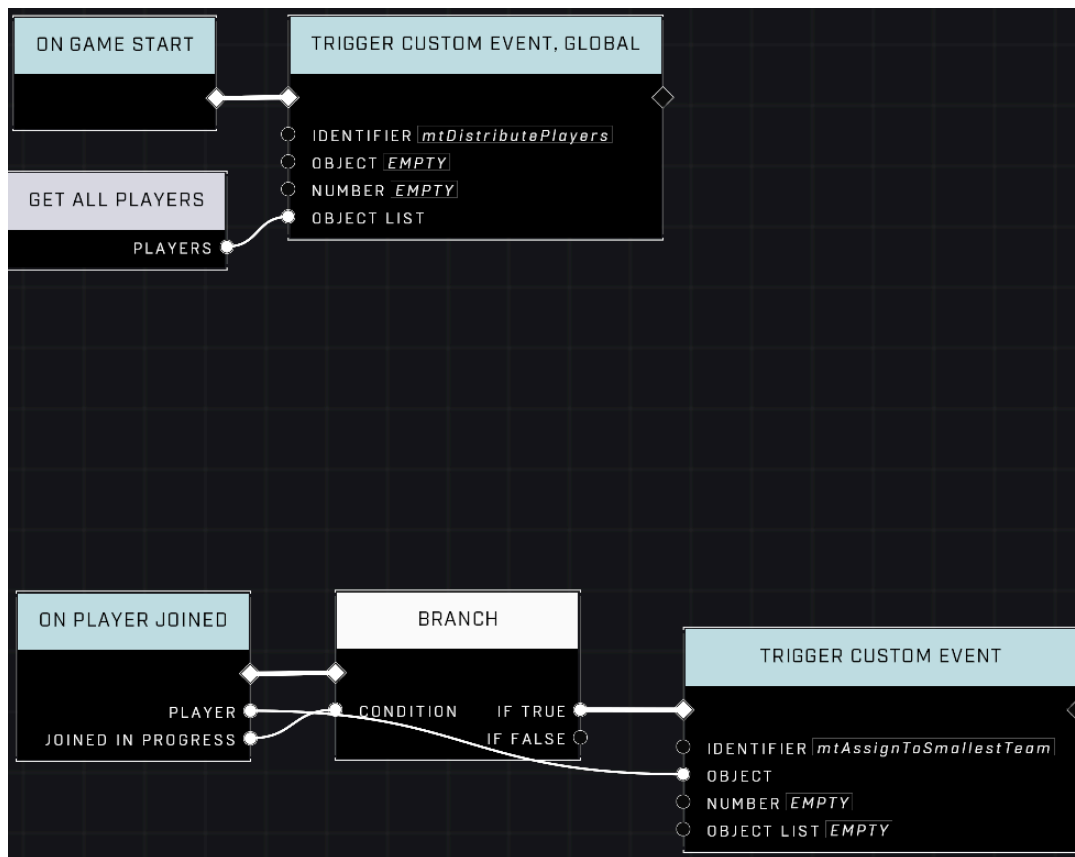


Utility custom events for blocking and unblocking spawning for a given object list of players.

Global Events. Requires an Object List of Players as input. Triggered as part of `mtDistributePlayers`.

These custom events simply block or unblock respawns for the input list of players. They are included for utility purposes and do not actually contain any Multi-Team specific scripts.

Match Flow

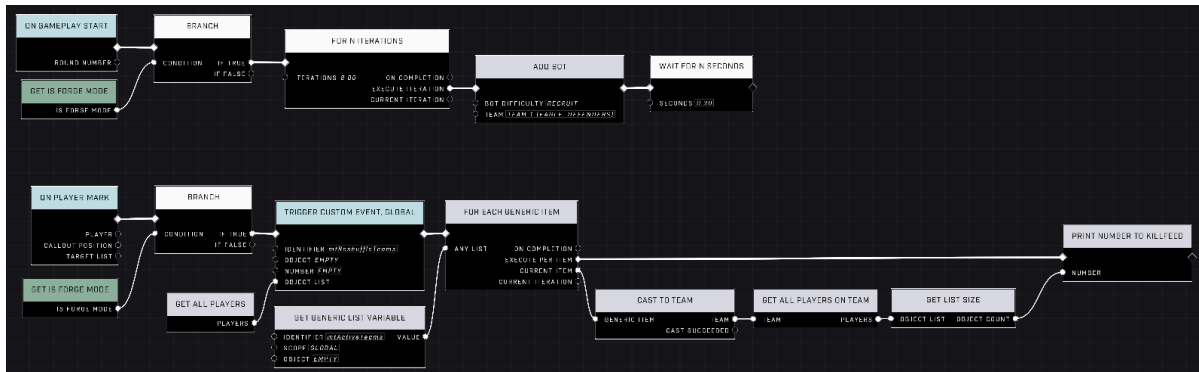


The multi-team scripts will handle distributing players into teams when a game starts and when players join. It will also remove teams from the `mtActiveTeams` list if they do not contain any more players after a player exits or changes teams. This will prevent new players joining in from being put into that empty team. A team will not be removed from the list if the minimum number of teams as set by `mtTeamCountMin` is reached.

Using the Debug Scripts

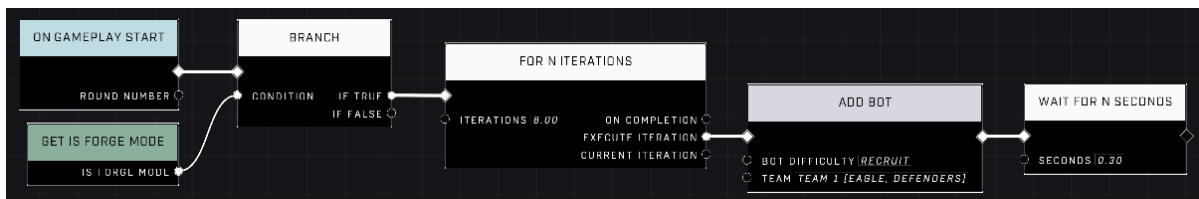
The debug scripts are active only while in Spartan (Play) mode in Forge.

1. Select the prefab and open the node graph (N on M&K, Hold Y then select the top option on Controller)



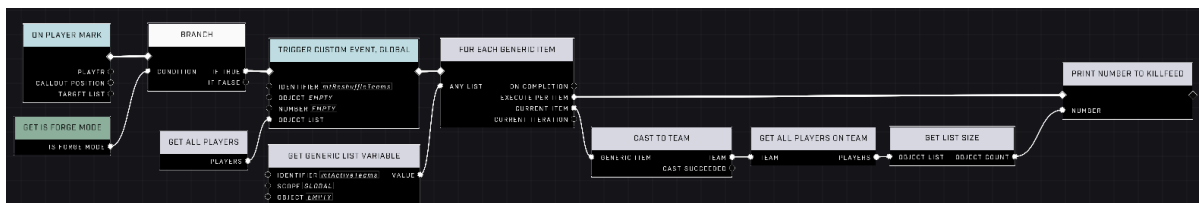
2. If you see more nodes than seen above, you may have opened the multi-team brain instead. If that's the case, follow the steps below:
 - Close the node graph (N on M&K, B on Controller)
 - Open the Forge Menu (R on M&K, X on Controller)
 - Navigate to the Object Properties (second tab) and change the Cycle Parent option (under General) to the other brain
 - Close the Forge Menu (R on M&K, B on Controller)
 - Open the node graph again (N on M&K, Hold Y then select the top option on Controller)

Spawning bots in Spartan (Play) mode



8 Recruit bots will spawn when Spartan (Play) mode starts. The script above has them set to Team 1, but the Multi-Team scripts (if they are working properly) will distribute them into appropriate teams.

Reshuffling teams in Spartan (Play) mode



When you mark while in Spartan (Play) mode, mtReshuffleTeams will be triggered. This will kill all players/bots and redistribute the teams. After this process is finished, the number of players on each team in the mtActiveTeams list will be printed out in the kill feed for checking the team distribution (which helps since you can't open the scoreboard in Forge).

Contact

Questions? Need help with something? Want to report a bug? Let me know by leaving a comment on this doc or by sending a message request to my Xbox account (DaRealBurnz).

Special Thanks

- Okom1 for helping me test Rocket Race
- Green and Artifice for their multi-team modes/scripts, which were released before mine
- Artifice again for telling me about the workaround for bots spawning in the wrong place
- The Scripting Guild and HaloFunTime for their support and friendliness