

---

Subject: Re: a new tankwreck bug

Posted by [Whitedragon](#) on Wed, 29 Jun 2005 03:18:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is caused because most people think 2 is neutral, however to scripts 2 is a "fake neutral" team which is still an enemy, while -2 is the "true neutral" team, which vehicles are set to when theres no one in them.

---