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Subject: Re: Spectator mode?

Posted by [XeonTeam](#) on Tue, 19 Jul 2005 11:37:53 GMT

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you seem to have been on about a spectator mode with a chicken... well i did this about a year back, set an unteamed spawn point and created the spawner as a (GDI - category they come under) chicken. It worked quite well, but in the end you had to be given the spectate mode (unteamed) by someone in IRC, until i made a script for mIRC that recognised the command

!Spec

which took them to unteamed.

Then i had to make one to change them back... but back to the team they came from. Which i never got around to doing. If i find it i will post it. Somethings have survived 4 reformat.

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