Subject: Re: a new tankwreck bug
Posted by zunnie on Fri, 05 Aug 2005 15:42:37 GMT

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Whitedragon wrote on Tue, 28 June 2005 23:18This 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.

Yea,

GDI - Team GDI (obviously)
Nod - Team Nod (obviously)
Neutral - Civilian (still an enemy from GDI and Nod)
Unteamed - Not teamed to any (not an enemy from either)