
Subject: C++ Help Needed

Posted by [_SSnipe_](#) on Fri, 22 Jun 2007 23:50:52 GMT

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1)My first question is how can we make it so a halfmod and higher could make a normal player unteamed? so like lets say its like this

!unteam <playername> then that player goes to where the unteam spawn points or at?

2)Along with that how can we choose where the unteam spawn points are at

3)To also add To That how can the unteam spawns come with all weapons

So above it will be like a halfmod will do this !unteam ren00b or something then that player will spawn in the unteam spawn points i choose and with all weapons please help me answer these and thank you

heres the code i got from reborn

```
}  
else if (stricmp(Msg2,"!unteam") == 0)  
{  
    if (stricmp(Get_Player_Name_By_ID(ID),"<nick>") == 0) {  
        Change_Team(obj,2);  
    }  
}
```

now like i said above how can i change this to not by nick name but by stats and can also unteam other players?
