
Subject: Re: C++ Help Needed

Posted by [Cat998](#) on Sat, 23 Jun 2007 00:45:50 GMT

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joe937465 wrote on Sat, 23 June 2007 01:501)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?

You would have to open, read, and parse brenbots moderators.cfg file, if you are using Brenbot.

joe937465 wrote on Sat, 23 June 2007 01:502)Along with that how can we choose where the unteam spawn points are at

You can move the player to every location you want, after you have changed his team. I think it's Commands->Set_Location or something.

joe937465 wrote on Sat, 23 June 2007 01:503)To also add To That how can the unteam spawns come with all weapons

Look for Give_Weapon() or something.
