
Subject: Re: Netural Player in game
Posted by [jnz](#) on Fri, 08 Feb 2008 16:57:53 GMT
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```
char input[256];
int player_id;
sprintf(input, "team2 %d -1", player_id);
Console_Input(input);
Commands->Set_Is_Visible(Get_GameObj(player_id), 0);
```
