
Subject: Re: Scriptzone_all team change
Posted by [Genesis2001](#) on Sat, 04 Apr 2009 16:58:06 GMT
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Fr3EdOm wrote on Sat, 04 April 2009 09:38nice, thanks. I forgot to put my 3.4.4 scripts in leveledit lol. Anyway, what number is the white team, i forgot, do you guys know?

Use -2, or -1 for neutral.

-4 is something

-3 is something else

-2 is "true" neutral (Source: GhostShaw)

-1 is mutant

0 is Nod (of course)

1 is GDI (duh again)

-3 && -4 are actually valid, but I can't remember what GhostShaw said about them. ./ I'll see if I can't get him to reply here.

The true teams in renegade go from negative four to positive one. (-4 -> +1)
