Subject: Re: Points fix for friendly fire
Posted by reborn on Thu, 02 Jul 2009 14:59:59 GMT

Change them all to Nod or GDI, enable friendly fire for that map. Then use the objecthook to attach a script to all players. The attached script should grant the shooter points on the ::Killed event.

This would solve the problems you mentioned. You may however wish to create a spawn manager or something, so it moves players to different positions on the map, rather than that teams default spawn positions.