Can some one tell me why this chat command isn't working correctly> I don't understand how gdiplayer == nodplayer does not = even teams.

```
class TeamChangeChatCommand : public ChatCommandClass
{
 void Triggered(int ID,const TokenClass &Text,int ChatType)
 {
  GameObject *obj = Get_GameObj(ID);
  int gdiPlayers = (Tally_Team_Size(1));
  int nodPlayers = (Tally_Team_Size(0));
  int team = Get_Object_Type(obj);
  if (team == 1)
  {
   printf("GDI\n");
   nodPlayers++;
   if (nodPlayers < gdiPlayers)
   {
    printf("Change Team GDI to Nod\n");
    Change_Team_By_ID(ID,0);
    char message[256];
    sprintf(message,"msg Player %s has changed to Team Nod to make the teams even.",
Get_Player_Name_By_ID(ID));
    Console_Input(message);
   }
   else if (nodPlayers == 0)
   {
    char message[256];
    sprintf(message,"msg You are the only player on GDI", Get_Player_Name_By_ID(ID));
    Console_Input(message);
   }
   else if (nodPlayers == gdiPlayers)
   {
    char message[256];
    sprintf(message,"msg Teams are Even", Get_Player_Name_By_ID(ID));
    Console_Input(message);
    //Console_Input(StrFormat("msg Teams are Even.",Get_Player_ID(obj)).c_str();
   }
   else
   {
    //Console_Input(StrFormat("msg Sorry GDI doesn't have enough
Players!.",Get_Player_ID(obj)).c_str();
    char message[256];
    sprintf(message,"msg Sorry GDI doesn't have enough Players!",
Get_Player_Name_By_ID(ID));
```
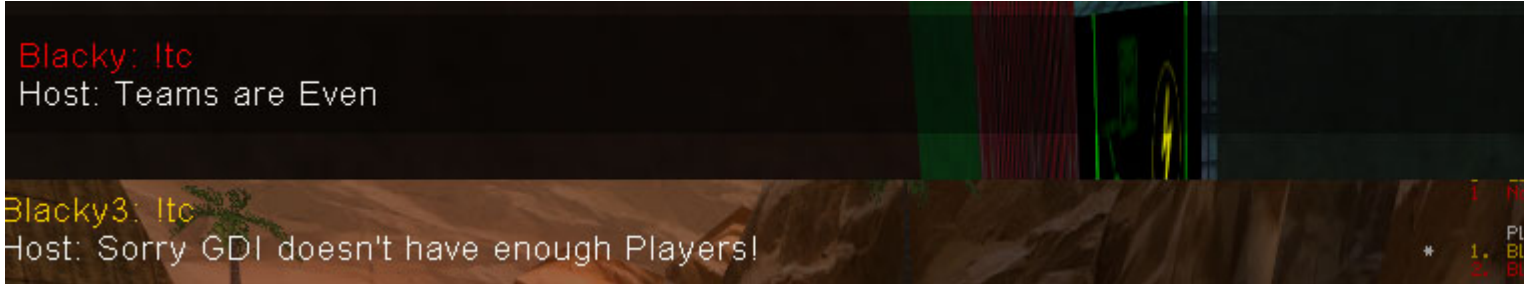
```
     Console_Input(message);
    }

  }
  if (team == 0)
  {
   printf("NOD\n");
   gdiPlayers++;
   if (gdiPlayers < nodPlayers)
   {
    printf("Change Team Nod to GDI\n");
    Change_Team_By_ID (ID,1);
    char message[256];
    sprintf(message,"msg Player %s has changed to Team GDI to make the teams even.",
Get_Player_Name_By_ID(ID));
    Console_Input(message);
   }
   else if (gdiPlayers == 0)
   {
    char message[256];
    sprintf(message,"msg You are the only player on Nod.", Get_Player_Name_By_ID(ID));
    Console_Input(message);
    //Console_Input(StrFormat("msg You are the only player on Nod.",Get_Player_ID(obj)).c_str();
   }
   else if (gdiPlayers == nodPlayers)
   {
    char message[256];
    sprintf(message,"msg Teams are Even", Get_Player_Name_By_ID(ID));
    Console_Input(message);
   }
   else
   {
    //Console_Input(StrFormat("msg Sorry NOD doesn't have enough
Players!.",Get_Player_ID(obj)).c_str();
    char message[256];
    sprintf(message,"msg Sorry NOD doesn't have enough Players!",
Get_Player_Name_By_ID(ID));
    Console_Input(message);
   }
  }
 }
};
ChatCommandRegistrant<TeamChangeChatCommand>
TeamChangeChatCommandReg("!TeamChange;!tc;!switch;",CHATTYPE_TEAM,0,GAMEMODE
_ALL);
```

File Attachments