## Subject: Re: Scripting Help
Posted by Gen_Blacky on Sat, 30 Jan 2010 00:52:47 GMT

you got an error

error C2220: warning treated as error - no 'executable' file generated

warning C4701: potentially uninitialized local variable 'volunteer' used

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"Change_Player_Team(volunteer,false,false,true);"

I changed it but it still didn't work. Cool Idea for a teamchange system. I want mine to work differently but thanks for sharing your code. now that that I understand what everyone was talking about the "join and leave hook events" I can make mine work differently so it doesn't use a timer.

## File Attachments
1) reborn.jpg, downloaded 210 times

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Zom6

200

100