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Subject: Re: Points fix for friendly fire

Posted by [reborn](#) on Sat, 10 Apr 2010 09:00:44 GMT

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I got a message from WNxKenny this'morning about this, saying he wanted it again as he is making the DM server now.

A year ago I was advising him to do it on the ::Killed event, and jnz was suggesting to do it using Hooks.dll.

However, I thought the simplest way to do this would be to reverse the damage/death points for objects, so that's what I did...

Basically, I take the current value for death and damage points, and make them negative, so in a friendly fire event, it reverses my reversal, and the players get positive points. Neat.

<http://spencerelliott.co.uk/forums/index.php/topic,50.0.html>

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