
Subject: Re: Points fix for friendly fire

Posted by [Jerad2142](#) on Mon, 12 Apr 2010 14:21:41 GMT

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Instead of changing the players team to neutral, change the player's soldier's team to neutral, player will still be under GDI/Nod, but they will be enemy with everyone and will not suffer from friendly fire issues.

IE just take the soldier and do a:

Commands->Set_Player_Type(SOLDIER,-1);

-1 is team Renegade if I remember correctly (teams aren't the same as the set team command).
