
Subject: Re: Points fix for friendly fire

Posted by [reborn](#) on Mon, 12 Apr 2010 14:33:38 GMT

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Jerad Gray wrote on Mon, 12 April 2010 10:21 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).

They're putting all players on One side, enabling friendly fire, and then using this plugin to avoid negative points.

I'm not sure if players show up in the AGL with the method you suggested, and I'm also pretty sure they can use the PT's still for their previous teams.

Using the plugin to avoid negative points, and teaming them all to One side ensures that no one is going to running around with character their not supposed to have.

Lets face it, however you do it, it's never going to be exactly perfect. It's all just a case of the least shit method.
