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Subject: Re: Points fix for friendly fire

Posted by [WNxKenny](#) on Mon, 12 Apr 2010 17:07:37 GMT

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The plugin returns the points to you in a friendly fire scenario, perfect for All vs all Death match. If you use the Team Renegade and you have 10 people on that team, they don't show up on WOL, which means people won't join a server that looks empty all the time, that is the problem i faced when i first made this thread. Reborns script moves everyone to 1 team and returns the points for friendly fire.

Renegade isn't perfect and the idea of all vs all deathmatch wasn't meant to be for Renegade, so there is always a flaw. Proximity c4 won't work for example, not that it is really needed and i have removed it.

With the second release i had issues with the moving everyone to one team part, the server wouldn't run, i will edit and post the actual problem. For now i am using the first version 1.0 and using the auto team part in one of the files to keep everyone on NOD.

EDIT

Ok, i can't get the 1.1 version to work, well the forcing everyone to one team per map anyway. No matter what i do they end up on the neutral team again. I have played with the values that are in the SSGM file but nothing. I am quite happy having everyone on NOD so i put the value in the SSGM and use points reversal 1.0 and it works fine for me. Just thought i would post to see what i am doing wrong.

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