
Subject: Re: M10_Playertype_Nod
Posted by [Burn](#) on Wed, 19 May 2010 16:23:59 GMT
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jonwil wrote on Tue, 18 May 2010 22:51 Try the z_Set_Team script, it does the same thing as M10_Playertype_Nod except that it lets you specify which team to change to.
And yes its in 3.4.4

O_O

Awesome. This is exactly what I was looking for!

I'll look for that script version (if I don't have it already)

Thanks so much
