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Subject: Ungame Q

Posted by [Kamuix](#) on Tue, 20 Sep 2005 01:30:59 GMT

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When your hosting a game. How do you neutralise Somone, Do you need a certain script or somthing?

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Subject: Re: Ungame Q

Posted by [Dr. Lithius](#) on Tue, 20 Sep 2005 03:33:30 GMT

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"Neutralize?" Did anyone else not quite understand this post?

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Subject: Re: Ungame Q

Posted by [Lijitsu](#) on Tue, 20 Sep 2005 03:34:38 GMT

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He means to put someone on a neutral team, like a Civilian.

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Subject: Re: Ungame Q

Posted by [Crimson](#) on Tue, 20 Sep 2005 07:29:53 GMT

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Use the "team" or "team2" command. It requires installing CP1 on your server.

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Subject: Re: Ungame Q

Posted by [Jecht](#) on Tue, 20 Sep 2005 09:12:03 GMT

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lol my clan mates and I did that when we were screwing with renrem on our server. Me vs. all as a minigunner. So fun.

you can also set the spawnpoint for the nuetral people so they end up in a mountain lol.

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Subject: Re: Ungame Q

Posted by [Kamuix](#) on Tue, 20 Sep 2005 12:44:16 GMT

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Ok than, Thanks alot

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Subject: Re: Ugame Q  
Posted by [Kamuix](#) on Wed, 21 Sep 2005 02:48:59 GMT  
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I still cant get it working. I got FDS and installed SSCP1.3, After that a put the new bhs file in there so i would have that command. but when i do the command in fds it still does'nt work.

Does anyone know what might be the problem? Thanks for any help

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Subject: Re: Ugame Q  
Posted by [xptek](#) on Wed, 21 Sep 2005 04:23:44 GMT  
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team2 <player ID, not nick> 2

The player ID is what is shown next to the player on player\_info output.

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Subject: Re: Ugame Q  
Posted by [Kamuix](#) on Wed, 21 Sep 2005 12:46:56 GMT  
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Ok thanks alot!!!!!!!

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Subject: Re: Ugame Q  
Posted by [genetix](#) on Wed, 21 Sep 2005 13:38:17 GMT  
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Crimson wrote on Tue, 20 September 2005 01:29 Use the "team" or "team2" command. It requires installing CP1 on your server.

Where is it that you can set the spawn point?

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Subject: Re: Ugame Q  
Posted by [Blazer](#) on Wed, 21 Sep 2005 14:39:11 GMT  
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You don't set the spawn point. Maps do not have spawn objects for neutral players, so they end up spawning at wherever coordinate 0,0,0 is on the map.

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Subject: Re: Ungame Q  
Posted by [Kamuix](#) on Wed, 21 Sep 2005 14:55:06 GMT  
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What spawner is that in the presents, is it Renegade Spawner?

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