Subject: Scriptzone_all team change
Posted by Fr3EdOm on Fri, 03 Apr 2009 21:37:41 GMT
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hey guys and gals, does anyone know what script to use for a scriptzone to get people to change teams from either nod or gdi to the "unteamed" (white) team. ive tried every one i could find lol. Ty in advance, git r done

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Subject: Re: Scriptzone_all team change
Posted by mrÃ£Ã§Ä·z on Fri, 03 Apr 2009 22:18:43 GMT
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im ptty sutre you want this to make map mods for wgc right? ehhehe i can nm,ake you the script tomorrow

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Subject: Re: Scriptzone_all team change
Posted by Fr3EdOm on Fri, 03 Apr 2009 23:08:05 GMT
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yessir. You can make a script? lol that would be fabulous, and yes it is for WGC. But i know of a script that i have used before when making players change to the white team when they go through the scriptzone. Its in there, i just forgot the name and i have looked over and over and still havent found it. But yeah, that would be great if u made me on, i dont know how i would use it, but ty

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Subject: Re: Scriptzone_all team change
Posted by a000clown on Sat, 04 Apr 2009 00:15:39 GMT
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Kamuix_Team_Change_Zone
You just need to input what team you want as the param.

Subject: Re: Scriptzone_all team change
Posted by Fr3EdOm on Sat, 04 Apr 2009 16:38:04 GMT
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nice, thanks. I forgot to put my 3.4.4 scripts in leveledit lol. Anyway, what number is the white team, i forgot, do you guys know?

Subject: Re: Scriptzone_all team change

Posted by ErroR on Sat, 04 Apr 2009 16:55:34 GMT

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-2

Subject: Re: Scriptzone_all team change
Posted by Genesis2001 on Sat, 04 Apr 2009 16:58:06 GMT

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Fr3EdOm wrote on Sat, 04 April 2009 09:38nice, thanks. I forgot to put my 3.4.4 scripts in leveledit lol. Anyway, what number is the white team, i forgot, do you guys know?

Use -2, or -1 for neutral.

-4 is something

-3 is something else

-2 is "true" neutral (Source: GhostShaw)

-1 is mutant

0 is Nod (of course)

1 is GDI (duh again)

-3 && -4 are actually valid, but I can't remember what GhostShaw said about them. :/ I'll see if I can't get him to reply here.

The true teams in renegade go from negative four to positive one. (-4 -> +1)

Subject: Re: Scriptzone_all team change
Posted by ErroR on Sat, 04 Apr 2009 17:03:32 GMT

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hmm but -1 is nod and -2 is mutant
EDIT: hmm yes i forgot 0

Subject: Re: Scriptzone_all team change
Posted by Genesis2001 on Sat, 04 Apr 2009 17:20:00 GMT

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Quote:[10:11AM] [BlackIntel][CutePHP]StealthEye:
-4 = Spectator
-3 = Mutant
-2 = Neutral
-1 = Renegade
0 = Nod
1 = GDI

Subject: Re: Scriptzone_all team change
Posted by R315r4z0r on Sat, 04 Apr 2009 19:23:09 GMT
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N00b remark:
I've actually used 2 (not -2) to get to a neutral team.. and it worked..

Subject: Re: Scriptzone_all team change
Posted by jnz on Sat, 04 Apr 2009 19:45:28 GMT
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Anything higher than 1 defaults to -4.

Subject: Re: Scriptzone_all team change
Posted by Fr3EdOm on Sun, 05 Apr 2009 14:51:23 GMT
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thanks guys, i really appreciate it.

Subject: Re: Scriptzone_all team change
Posted by mrÃ£Â§Ä·z on Sun, 05 Apr 2009 17:03:36 GMT
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Dont forget Chicken is an own Army

Subject: Re: Scriptzone_all team change
Posted by Omar007 on Mon, 06 Apr 2009 14:53:33 GMT
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madrackz wrote on Sun, 05 April 2009 19:03Dont forget Chicken is an own Army

which number would that be?

Subject: Re: Scriptzone_all team change
Posted by mrÃ£Â§Ä·z on Mon, 06 Apr 2009 15:48:33 GMT
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i think it was 3