Subject: Re: Points fix for friendly fire
Posted by Jerad2142 on Mon, 12 Apr 2010 14:40:46 GMT
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reborn wrote on Mon, 12 April 2010 08:33They'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.
I don't know, seems that losing points for friendly fire is kind of lame, whereas my way all you'd have to do is put a script zone down by pt's that sets the players type to GDI or Nod. Then sets it back to Renegade when you leave the zone. If your soldier is teamed to renegade when you attempt to access the pt, it will deny you.

In addition you can run over other people with this method. Where as if you team everyone to GDI, you can't squish people to my knowledge.