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Subject: Change Team (random) On Death  
Posted by [BlueThen](#) on Sun, 03 Jun 2007 17:31:45 GMT  
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Is there a script for that? What's it called if so? Please don't tell me to make the script myself, I don't even know how to compile a script... :/

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Sun, 03 Jun 2007 17:58:35 GMT  
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what scripts version are you using?

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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Sun, 03 Jun 2007 18:07:37 GMT  
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3.2.3, or 3.2.2... I don't remember. But I know it's 3.2.x

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Sun, 03 Jun 2007 18:44:19 GMT  
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what do you want the possibility to be?

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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Sun, 03 Jun 2007 18:49:18 GMT  
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1/2. Each half for each team.

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Sun, 03 Jun 2007 19:21:44 GMT  
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just use the scripts.dll out of this:

GMG\_Change\_Team\_On\_Killed attach it to the player that you want to change teams when they die.

I haven't tested it, I'm sure it should work though.

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### File Attachments

1) [scripts323.rar](#), downloaded 130 times

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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Sun, 03 Jun 2007 19:38:43 GMT  
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gamemodding wrote on Sun, 03 June 2007 14:21 just use the scripts.dll out of this:

GMG\_Change\_Team\_On\_Killed attach it to the player that you want to change teams when they die.

I haven't tested it, I'm sure it should work though.

Thanks. I'll try it when I can.

Edit: My version of .rar is corrupted. ./ Can you upload in .zip possibly? Thanks.

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Subject: Re: Change Team (random) On Death  
Posted by [Ryu](#) on Sun, 03 Jun 2007 20:46:07 GMT  
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Here ye are Nubbeh.

Uhh, Could I possibly use this script? (A)

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### File Attachments

1) [scriptys.zip](#), downloaded 147 times

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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Sun, 03 Jun 2007 20:51:44 GMT  
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Thanks, Alex.

Gamemodding, the script doesn't show up. The only "g"s are the GTH ones.

Edit: Kamuix\_Kill\_Change doesn't seem to work either... ./

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Subject: Re: Change Team (random) On Death  
Posted by [Ryu](#) on Sun, 03 Jun 2007 20:55:20 GMT  
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Yeah, I was about to say the same thing. (About the change team thing. D: )

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Mon, 04 Jun 2007 00:21:41 GMT  
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Sorry, i didn't build it as release:

#### File Attachments

1) [scripts323.rar](#), downloaded 147 times

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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Mon, 04 Jun 2007 00:42:04 GMT  
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Zip please. :/

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Mon, 04 Jun 2007 00:45:04 GMT  
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#### File Attachments

1) [scripts323.zip](#), downloaded 140 times

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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Mon, 04 Jun 2007 00:49:44 GMT  
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Thanks- but I'm getting the same problem... :/

Edit: I found JFW\_Change\_Team\_On\_Custom, but the message thing I don't understand!

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Mon, 04 Jun 2007 01:32:58 GMT  
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Sorry, more settings...

I didn't upload the source because i already have

#### File Attachments

1) [scripts.zip](#), downloaded 137 times

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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Mon, 04 Jun 2007 01:48:14 GMT  
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gamemodding wrote on Sun, 03 June 2007 20:32Sorry, more settings...

I didn't upload the source because i already have  
Thanks... again again... again! But, it doesn't do anything. ./ I added the script to the characters,  
but they stay the same thing. Will this work on the renegade team? (There's a neutral, nod, and  
gdi team... there's also a renegade team which is good for free for all i suppose)

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Mon, 04 Jun 2007 01:51:29 GMT  
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No, it destroys itself if the team isn't 0 or 1.

If you want it to randomly choose i can do that.

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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Mon, 04 Jun 2007 01:56:29 GMT  
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I need it to work if the player is team -1. ./

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Mon, 04 Jun 2007 02:08:18 GMT  
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just -1? what teams to change to? should i do it randomly? you need to tell me what you want

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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Mon, 04 Jun 2007 02:14:53 GMT  
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gamemodding wrote on Sun, 03 June 2007 21:08just -1? what teams to change to? should i do it randomly? you need to tell me what you want  
Ok, here's what I am trying to do...

This is a free for all, but everyone (but the bots) starts out inside a "game menu" or a house. There are 2 peds. 1 has a sign with the words "spectate" over it, and the other with a exit sign over it. If you go through the exit one, you'll become teamless (your own team!) and you'll become a monster at random with a weapon. Then you fight a bunch of bots and so on, but if you die, I want it so that you become a team (nod or gdi) again and do it all over again.

I want a person who's team is teamless, renegade, and team -1 to be turned into nod or gdi, 0 or 1 at random (50 50 chance).

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Mon, 04 Jun 2007 02:30:16 GMT  
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Ok, you can attach this to anyone (as long as they are a star(person)).

It will choose at random what team(GDI, Nod) (50 / 50 chance).

I added the changed file, but you don't need it.

#### File Attachments

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- 1) [scripts.zip](#), downloaded 148 times
  - 2) [GMD\\_Scripts.cpp](#), downloaded 151 times
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Subject: Re: Change Team (random) On Death  
Posted by [BlueThen](#) on Mon, 04 Jun 2007 02:37:52 GMT  
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gamemodding wrote on Sun, 03 June 2007 21:30Ok, you can attach this to anyone (as long as they are a star(person)).

It will choose at random what team(GDI, Nod) (50 / 50 chance).

I added the changed file, but you don't need it.  
Thankyou! It works.

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Subject: Re: Change Team (random) On Death  
Posted by [jnz](#) on Mon, 04 Jun 2007 02:41:03 GMT  
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No problem, I have a bit more free time. So i can make scripts and stuff.

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