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Subject: Friendly Fire

Posted by [Renx](#) on Mon, 21 Feb 2005 22:04:35 GMT

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Wouldn't it be possible to have an autokick for things like FF? If brenbot can detect how many enemies you've killed, it should be able to detect how many friendlies you've killed too, and kick after a certain number. Same goes for buildings...If it can detect building damage, could it detect when a GDI player damaged a GDI building a specific amount and kick them?

Unless of course it only detects when you kill something, and automatically assumes that what you killed was on the opposite team

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