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Subject: Re: "Invisible" Mode

Posted by [trooprm02](#) on Tue, 21 Nov 2006 14:58:28 GMT

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Reborn wrote on Mon, 20 November 2006 14:07He could use that script and attatch it to the nuetral spawner, then use the force team change command. Kinda shitty, but =/

danpaul, you said this would be impossible because there was nothing about this in the scripts, and that you would only be able to do anything about it if jonwill added more to the scripts, well, it turns out it is in, and above is explained a way im pretty sure will be some what effective (or atleast work)

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