Subject: Re: Scripting Help
Posted by Omar007 on Sat, 23 Jan 2010 20:01:38 GMT

Gen_Blacky wrote on Sat, 23 January 2010 19:52thank you I forgot about that I increased the team size. It works now but now if one team has one more player then the other team they can switch teams. How would I check if the other team has 1 more player then the other team. Thats why I originally added
nodPlayers++;
gdiPlayers++;
So if the other team had +1 it wouldn't switch teams.
Then added even teams and one player later.

```
if(nodPlayers < gdiPlayers - 1)
{
    //dont swap -> nod only has 1 player more
}

if(gdiPlayers < nodPlayers - 1)
{
    //dont swap -> gdi only has 1 player more
}
```