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Subject: Re: server.ini PointsFix= and TeamTimer= options aren't documented anywhere

Posted by [StealthEye](#) on Fri, 02 Aug 2013 11:36:28 GMT

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I added the following to the wiki:

;When a player leaves a vehicle, TeamTimer sets for how long damage/kill points are awarded as if the vehicle was still

;on the last player's team. This is to prevent players from leaving their vehicle just before it is destroyed and thereby

;stopping the enemy from getting the kill points. Only has an effect if NeutralVechiclePointsFix=1.

NeutralVechiclePointsFix=1

TeamTimer=-1

;PointsFix controls whether the fix to the damage code is applied so that points are computed correctly and identically

;for health and shield damage.

PointsFix=1

I am actually not entirely sure on the connection between NeutralVechiclePointsFix and TeamTimer. It would be good if someone could determine whether what I wrote is correct.

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