
Subject: Re: GameSpy Arcade

Posted by [danpaul88](#) on Tue, 01 Jul 2014 14:43:50 GMT

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From the GSA spec;

Quote:Note the difference between "team_0" (which would indicate which team player 0 is on) and "team_t0" (which would indicate the name for team 0).

Also

Quote:If you define a key that ends with an underscore and then a number (such as score_1), it is assumed to be a custom player field and will be displayed by GameSpy on the player list. If the key ends in an underscore then a "t" and a number (such as score_t1) it is assumed to be a custom team field and will be displayed by GameSpy on the team list.

So, anything that is _t# is a team property and anything that is _# is a player property.
