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Subject: Re: to TheKGBspy

Posted by [laeubi](#) on Mon, 26 Jan 2004 10:10:17 GMT

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TheKGBspyjonwilAs for the give points thing, basicly, the points will be given to whatever object is the "killer" (i.e. whichever object actually killed the thing)

oh btw, about this, i want points because if i set something destroyable but the team is unteamed, the "killer" wont get any point to destroying it. why making it unteamed? u just dont want it to be killed by bot (instead of putting it as unteamed put it as Gdi, so nod bots or defences will kill it wich its exactly what i dont want.)

Just set the damage points to 0 and the destroypoints to 100 or whatever will give you the needed effekt without any scripts...

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