
Subject: can i use a script to force a team change
Posted by [NFHAVOC](#) on Sat, 09 Jun 2007 14:58:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

can i put a script in a script zone to change the team of a player that enters it or if i cant how can i force a team change like if i want all player to go to 1 team after playing ctf on the last map then they go to a coop map and aree all on the same team now when last game they were on 2 teams how could i do that

Subject: Re: can i use a script to force a team change
Posted by [_SSnipe_](#) on Sat, 09 Jun 2007 15:39:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

so u mean when ur done with a normal map the next map everyones on the same other team?

i think one is `Kamuix_Team_Change_Zone` correct me if im wrong

Subject: Re: can i use a script to force a team change
Posted by [NFHAVOC](#) on Sat, 09 Jun 2007 16:25:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

which script corepatch thing has that script

Subject: Re: can i use a script to force a team change
Posted by [Viking](#) on Sat, 09 Jun 2007 17:01:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Corepatch 2 + scripts 3.3

Subject: Re: can i use a script to force a team change
Posted by [IronWarrior](#) on Sat, 09 Jun 2007 18:23:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would think `ssaow.ini` would do this.

Subject: Re: can i use a script to force a team change
Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:28:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

IF you are going to do any server side scripting, none of the CPs are required.
