
Subject: Netural Player in game
Posted by [The Executor](#) on Fri, 08 Feb 2008 16:52:24 GMT
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Can somebody help me with finding the code of command that switches the player to a netural team i.e. the team that is whie and you are not on either team like nod or gdi just netural. Also the base defenses does not shoot at you either, so can somebody help me out and can this also work with MP maps?

Subject: Re: Netural Player in game
Posted by [jnz](#) on Fri, 08 Feb 2008 16:57:53 GMT
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```
char input[256];  
int player_id;  
sprintf(input, "team2 %d -1", player_id);  
Console_Input(input);  
Commands->Set_Is_Visible(Get_GameObj(player_id), 0);
```

Subject: Re: Netural Player in game
Posted by [The Executor](#) on Fri, 08 Feb 2008 18:12:37 GMT
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What does that do, where do I put that and can I get is working with multiplayer practicee?

Subject: Re: Netural Player in game
Posted by [cnc95fan](#) on Fri, 08 Feb 2008 18:15:25 GMT
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Oh god. lol. Learn c++ first

Subject: Re: Netural Player in game
Posted by [The Executor](#) on Fri, 08 Feb 2008 19:54:13 GMT
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Thanks I will give it to someone that can read c++ and put it on the server for me.

Subject: Re: Netural Player in game

Posted by [Genesis2001](#) on Fri, 08 Feb 2008 21:48:45 GMT

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cnc95fan wrote on Fri, 08 February 2008 11:15Oh god. lol. Learn c++ first

(no further explanation needed)

~Zack

Subject: Re: Netural Player in game

Posted by [GEORGE ZIMMER](#) on Fri, 08 Feb 2008 22:05:04 GMT

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I think he more of meant the F8 command. In which case, it's team2 <ID number, in order of who joined> <Team number, 1 being GDI, 0 being Nod, -1 being Renegade team, -2 being civilian, and -3 being mutant, I think.>

Should help a bit...

Subject: Re: Netural Player in game

Posted by [The Elite Officer](#) on Mon, 11 Feb 2008 17:48:56 GMT

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No hes talking about the unteamed soliders that look like the GDI solider.

Subject: Re: Netural Player in game

Posted by [The Executor](#) on Mon, 11 Feb 2008 18:01:31 GMT

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You right for once.....

Subject: Re: Netural Player in game

Posted by [GEORGE ZIMMER](#) on Tue, 12 Feb 2008 01:03:57 GMT

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Yeah, and in order to change yourself/another person to that, you need to open up the command console (F8), type "team2" (Or just "team" if you wanna be a dick and remove their money and score), type in their ID (1 for yourself since only the host can do it, then the rest of the players' ID's are in order of apperence), then type in the team you want them to be.

Any team except Nod will spawn with the GDI soldier, so yeah. I know there's 3 somewhat specific "unteamed" factions, and those are the Renegade team (Blue on radar), the Mutant team (Green on radar), and the Civilian team (White on radar, and white on the score screen). Every other team will result in the same spawning area, team color (Light gray), and radar color.

So -53375375375 would be the same as -4343, except for teamchat if you want multiple people in your team.

Subject: Re: Netural Player in game
Posted by [The Executor](#) on Tue, 12 Feb 2008 16:38:42 GMT
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So I hit F8 in game and then type it like this

"tema2 1 -1"

there 1 is the host and -1 is the team renegade. So is this correct, and if so do I put spaces?

Subject: Re: Netural Player in game
Posted by [LR01](#) on Tue, 12 Feb 2008 16:45:14 GMT
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MSwindows wrote on Tue, 12 February 2008 17:38So I hit F8 in game and then type it like this

"tema2 1 -1"

there 1 is the host and -1 is the team renegade. So is this correct, and if so do I put spaces?

first, its "team" not "tema" , but that could just be a one time misspell, just making sure

```
team2  1      -1
   ^      ^
   |      |
```

player with ID 1 team mutant/renegade, anyway a team hostile to all

ow, and with team2, you also have team but then the player loses his money and player with ID 1 is the player joined first, so yes, host

Subject: Re: Netural Player in game
Posted by [The Executor](#) on Tue, 12 Feb 2008 16:57:55 GMT
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No I was talking if I loaded up the map Skirmish00.mix (The multiplayer practice map) can I use

it there? do the F8 the the "team2 1 -1" where 1 is the host -1 is the renegade team and my main question is does this work in Skirmish00.mix and can it have spaces in the command like mine? Also is this also the one that can walk anywhere on the map and the base def will not shoot at them?

Subject: Re: Netural Player in game
Posted by [LR01](#) on Tue, 12 Feb 2008 17:35:07 GMT
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you can do that, and yes base def shoot on you, you are hostile to all

that neutral team, mmm don't know it anymore, properly not -2
but I bed sum1 here does know it

Subject: Re: Netural Player in game
Posted by [The Executor](#) on Tue, 12 Feb 2008 17:45:28 GMT
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So yes there are spaces in the commands?

EX:

team2 1 -2

Subject: Re: Netural Player in game
Posted by [GEORGE ZIMMER](#) on Wed, 13 Feb 2008 00:12:35 GMT
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Yes, there are spaces. Just try the command and mess around with it and have fun. Do note though that unless a map has specific neutral spawns, any character besides GDI or Nod will spawn in the middle of the map.

Subject: Re: Netural Player in game
Posted by [crazfulla](#) on Wed, 13 Feb 2008 04:45:10 GMT
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Which is the correct team number for Mutant?

Subject: Re: Netural Player in game
Posted by [GEORGE ZIMMER](#) on Wed, 13 Feb 2008 05:50:01 GMT

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Is it REALLY that hard to find a friend to get on Renegade with you on a private server and try various team numbers and see what their radar color is?

Learn to do things on your own

Subject: Re: Netural Player in game
Posted by [The Executor](#) on Wed, 13 Feb 2008 16:48:01 GMT
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Thanks for all the help guys! Espically Cabal8616, thanks!

Here is what I have learned and tested so far:

F8- team2 1 -1 Places you on the renegade team; you challenge everyone and you are listed as a white dot on the radar, base defences will attack you and when you kill something your score will go up and money.

F8 team2 1 -2 Places you on the civilian team; you are netural to everyone and you can go anyware on the map without any turrets, towers, AGT, or OB attacking you, you are listed as a white dot on the radar and your score will be reset to 0 and it will not go up or down no matter what you shoot at.

F8 team2 1 -3 Places you on the mutant team; this side does not work since westwood did not places mutant spawners, did not make a mutant PCT, and did not make a mutant EVA icon. You do however spawn but you spawn UNDER the map in every map so you always fall through the map. (Like the blue screen bug)

Hope this answers this same question to everyone and helps you in other ways.

Subject: Re: Netural Player in game
Posted by [LR01](#) on Thu, 14 Feb 2008 07:46:10 GMT
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lol, so -2 was the neutral team

and for the mutant team, if you wonder why you spawn there, that is cuz when are no spawners for a team, you spawn at 0,0,0

Subject: Re: Netural Player in game
Posted by [The Executor](#) on Thu, 14 Feb 2008 13:26:45 GMT
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I know that I kinda said that earlier ^^

Subject: Re: Netural Player in game

Posted by [LR01](#) on Fri, 15 Feb 2008 16:47:07 GMT

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yes, but I didn't for sure, well let's say it is always fun to be team -1 an hourglass

Subject: Re: Netural Player in game

Posted by [crazfulla](#) on Fri, 15 Feb 2008 19:42:34 GMT

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Cabal8616 wrote on Tue, 12 February 2008 23:50Is it REALLY that hard to find a friend to get on Renegade with you on a private server and try various team numbers and see what their radar color is?

Learn to do things on your own

It was a simple question with a simple answer. If you don't know, STFU.

Thanks to MS.

Subject: Re: Netural Player in game

Posted by [Reaver11](#) on Fri, 15 Feb 2008 20:15:52 GMT

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MSwindows wrote on Wed, 13 February 2008 10:48

F8 team2 1 -3 Places you on the mutant team; this side does not work since westwood did not places mutant spawners, did not make a mutant PCT, and did not make a mutant EVA icon. You do however spawn but you spawn UNDER the map in every map so you always fall through the map. (Like the blue screen bug)

Anyways -3 is not mutant at least it wont be set as mutant.

Mutant isnt listed in this teamswitch part.

If it was then part -435345 and -2432423 or 234872364 would be a party.

Mutant has a pct although it is not accesible ingame.

The side mutant was ment to be purchasable in a techcenter ingame. If im correct you can see that building in c&c_river_raid (from ack)

It was more or less the idea to capture the techcenter in order to buy mutants.

---The Pct---(ID behind it)
Character Classes (Mutant GDI)573520007
Character Classes (Mutant NOD)573520011
Equipment (Mutant) 573520004

These are the parts of the pct

Also I have never tried a mutant building controller. I will do it sometime but my guess is that renegade will crash.

But im quiet sure that -3 is not mutant, mutant apears as green on the radar and -3 is if im correct just white.

Subject: Re: Netural Player in game
Posted by [crazfulla](#) on Fri, 15 Feb 2008 21:29:50 GMT
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Mmmm, the tech centre in River Raid was technically civvy, not mutant. I don't suppose it matters for buildings unless you want to use a defence of some kind that fires at both GDI and Nod.

Subject: Re: Netural Player in game
Posted by [Reaver11](#) on Fri, 15 Feb 2008 22:15:52 GMT
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if you try making a building to the side mutant. Then your map will crash.

The only case i saw mutants is by dropscrip or soldier spawn which is not player controlled.

Which means -3 is not the mutant team!

Subject: Re: Netural Player in game
Posted by [cnc95fan](#) on Fri, 15 Feb 2008 22:25:10 GMT
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Cough cough...

Subject: Re: Netural Player in game
Posted by [Reaver11](#) on Sun, 17 Feb 2008 19:50:57 GMT
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Hmmmz I probably made an error somewhere.
