Subject: Re: Points fix for friendly fire
Posted by WNxKenny on Tue, 13 Apr 2010 18:26:41 GMT

Before i had this mod, i ahd used the SSGM to move everyone to NOD. Now if i disable it and use the 1.1 release, they still are getting moved to neutral for me, hence me playing around with the SSGM part trying to solve it.

On another note, what values am i supposed to be using in the 1.1 release? 0,1,2?