

CreateTeam

This function is for creating a new team, which can be used to group players. Players will not join the team until they are respawned.

Syntax

```
team createTeam ( string teamName [, int colorR = 255, int colorG = 255, int colorB = 255 ] )
```

OOP Syntax Help! I don't understand this!

Method: *Team.create(...)*

Required Arguments

- **teamName:** A string representing the teams name.

Optional Arguments

- **colorR:** An integer representing the red color value.
- **colorG:** An integer representing the green color value.
- **colorB:** An integer representing the blue color value.

Returns

Returns a team element if it was successfully created, *false* if invalid arguments are passed or a team with that name already exists.