

GetTeamFriendlyFire

This function tells you if friendly fire is turned on for the specified team.

Syntax

bool getTeamFriendlyFire (team theTeam)

OOP Syntax Help! I don't understand this!

Method: *team:getFriendlyFire(...)*
Variable: *.friendlyFire*
Counterpart: *setTeamFriendlyFire*

Required Arguments

- **theTeam:** The team object that will be checked

Returns

Returns *true* if friendly fire is on for the specified team, *false* if it is turned off or if invalid arguments are specified.