

# SetTeamFriendlyFire

This function sets the friendly fire value for the specified team.

## Syntax

```
bool setTeamFriendlyFire ( team theTeam , bool friendlyFire )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *team:setFriendlyFire(...)*

**Variable:** *.friendlyFire*

**Counterpart:** *getTeamFriendlyFire*

## Required Arguments

- **theTeam:** The team that will have friendly fire set
- **friendlyFire:** A boolean denoting whether the players from the same team can kill each other (*true*) or whether the players can't kill each other (*false*).

## Returns

Returns *true* if the friendly fire value is set for the specified team, *false* if the friendly fire value can't be set for the specified team or if invalid arguments are specified.