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Subject: Re: Replacing Vehicles With Weapons  
Posted by [theplague](#) on Fri, 04 Nov 2005 05:25:38 GMT  
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i got a working method

- 1) needs variable on the last GDI and NOD who bought tanks
  - 1.1) Declare 2 gameobjects (global)
  - 2) attach script to player monitoring credits
    - 2.1) if credits go down and it's not because of buying a beacon, then the player is the latest to buy a tank
    - 2.2) set that players object to global last gameobject
  - 3) when a tank gets created, make it look at the last gameobject (depending on nod or gdi)
    - 3.1) grant powerup to player
    - 3.2) destroy tank

- your done.

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