
Subject: Re: something.

Posted by [Jerad2142](#) on Sat, 18 Nov 2006 16:12:26 GMT

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Yes, what you would have to do is set it up to toggle teams every time it took damage, when it switched to the team to the person who shot it, if he shot it again (friendly fire is off) it would not take any damage so it would not switch to the other team. To do the toggle teams method use the scripts "JFW_Custom_Send_Ordered_Customs" fill in every other spot with a different custom (Ex. 2,3,2,3,2,3,2,3 these numbers are what ever you want them to be as long as they alternate) and "SCUD_Set_Player_Type_OnCustom" when this script receives custom message 2 it would change team to nod or GDI, then make the same script again for the other team (this script will have to be attached to all objects that you want to change team). And if you are going to have a lot of objects that change team attach the script "JFW_Send_Custom_Distance_Objects_Custom" to the object that you send the toggled custom to and have this script send the message to GDI (then make an exact copy of the script and have it send to nod to) in the end you will have 2-4 copies of this script depending how you set it up (do not just send it to all teams using the team value of 2, in the past I have found that it messes up objects with scripting on them if you do this, like scripts set to continually repeat will stop going). That should do the trick, any more questions just ask.
