Yeah it's asking for a number, it can be any number but you will understand in a second. Basically the script is "dumb" so it doesn't know when the base power has been taken down so you need to tell it. Attaching something like JFW_Death_Send_Custom to the power plant building controller will allow the power plant to send a custom when it is destroyed. In the script you attach to the power plant (JFW_Death_Send_Custom) you will have to specify a custom, this can be any number as long as it matches with the on that it's sending to. Also the on that script it will ask fro an ID number, that should be the ID number of the thing the gun script is attached to. Hope i haven't confused you too much, let me know if you get stuck anywhere.

_General Havoc