Make the generic Switch...
Then double click the generic switch on the map, so a box appears.

Click the scripts tab. Add JFW_Character_Buy_Poke, and copy and paste the preset name in. In this example I used the player Patch, on GDI.

Fill in the other parameters. The cost (in credits) and the player type, which is the team who can poke it. 1 is GDI, and 0 is Nod. Click OK on the Script Definition window and OK on the edit object window. Your script was added. Go into the game and try it out!

File Attachments
1) Switch.JPG, downloaded 333 times

2) switch2.JPG, downloaded 347 times

3) switch3.JPG, downloaded 334 times

Team
2x GDI
0x Nod

Player
1. Sn1per74

+200

Switch

Sn1per74
Recruit

+200
100

Credits: 214
Time Remaining: 00:20:53

100

Tiberium Flechet