Subject: Re: page poke system
Posted by iRANian on Thu, 31 May 2012 17:35:02 GMT
View Forum Message <> Reply to Message

if (Commands->Get_Object_Type(obj) == 1)

1 = GDI, 0 = Nod

If you're working on a player ID instead of GameObj* you need to use Get_Team(PlayerID).