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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [dblaney1](#) on Thu, 10 Jul 2014 22:14:24 GMT

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How about a built in script that changes the team of any objects that spawn from a spawner on creation. I know this is already possible to write your own but for mappers this would be nice to have so that maps aren't tied to one particular server. I know you also can temp presets etc, but its nice to actually use the stock presets especially since it makes it easier for server owners to customize certain things.

Another one, same script but just attached to the object itself. Theres a change team on custom script but if a unit is spawned in the original teams enemy base the base defense shoot at it for a few seconds.

Both easy to write and if you want I can write them. It would just be nice to have these in the main scripts source code so mappers don't need the servers to put up custom scripts.

Maybe these exist and I am just missing them? If not they would be very useful.

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