Subject: Re: Scripts 4.3 final is now available
Posted by dblaney1 on Sun, 26 Feb 2017 20:44:32 GMT

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iRANian wrote on Sun, 26 February 2017 12:45jonwil wrote on Sun, 26 February 2017 03:14
* Code so that buildings will send their team over the network to clients (useful if its changed from the default)

Nice release.

Does this change mean you can change the team of buildings like Weapons Factory now?

It just changes the team when you aim at it and damage/points related stuff. It will still act as it's original team and show on the HUD as the original team. This change is intended to be used for neutral capturable buildings. The on the server behavior is actually unchanged. Clients now can see the team changes correctly now. Before the clients would still see them as the original team.