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Subject: dont know...

Posted by [jonwil](#) on Sat, 20 Dec 2003 23:33:10 GMT

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I will look at some ideas when I get back from my holiday.

But, here is how I could visualize things working, if its possible. Basicly, you would go up to the building with an engineer and "shoot" it with the repair gun. Then, that would trigger the "damaged" subroutine of the building. Said object would then check to see that the attacker was an enemy engineer (the preset names for same would be passed into the script as parameters). From there, it would start a timer. There would also be a flag which would be set to 0 on startup then 1 when the timer is started. If the damage code trips while the flag is 1, it does nothing. When the timer goes off, the flag gets set to 2. Then, the damage subroutine, when the flag is set to 2, transfers the ownership of the building.

Another thing to think about is, how do you handle the PCTs Plus, what about Base Defence, would that immediatly shoot at the new building?

So, even if the "change owner" thing does what is expected, there are unresolved issues. Plus, it would just turn into a building war where its a race to capture the other guys building.

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