
Subject: Re: dont know...

Posted by [\[REHT\]Spirit](#) on Tue, 23 Dec 2003 00:30:19 GMT

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

Make a second switch that looks for a specified message. Then when it recieves it, it switches a specified object to the new team, the team number would be the message param.

So, for a warfactory, you could do like...

JFW_Switchable_Building with the message param as 51000.

Then 1-5 scripts for the PTs, all of them attached to the warfactory, with the message param as 51000 and their target object as the PCT ID number on the map. So when the warfactory is switched, it sends 51000 to itself, with a team number, and the other stuff acts accordingly.

Although you may have to go as far as recreating the PTs (not too hard), but it should work for base defenses.
