
Subject: occupied after exit

Posted by [Slave](#) on Fri, 29 Jun 2007 22:18:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Long story short:

I want to deploy some accesible base defences (eg turret), but as soon as a person gets out, I don't want it to get unteamed. This way the casual idiots wont be able to friendly fire it.

Is there some way to do this? Or something else that has the same effect? Thanks.

Subject: Re: occupied after exit

Posted by [Cpo64](#) on Sat, 30 Jun 2007 23:12:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

There is a script, I can't remember what it is...

Subject: Re: occupied after exit

Posted by [Canadacdn](#) on Sun, 01 Jul 2007 01:20:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Attach the script NH_SetTeam_OnLeave to the vehicle and specify a team.

Subject: Re: occupied after exit

Posted by [Slave](#) on Sun, 01 Jul 2007 09:58:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Okies, thanks a lot.
