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Subject: Re: Base power crate function

Posted by [Genesis2001](#) on Tue, 04 Dec 2007 21:06:49 GMT

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You could also mix it up a bit and have it randomly turn off power to EITHER your base or your opponent's base.

```
int Team = Get_Object_Type(sender);
```

Change to:

```
float Team = Commands->Get_Random(-1,2);
```

Note that I'm not entirely sure how to use the `Get_Random()` function so someone like reborn will have to correct me if I'm wrong on my params ^,^

~MathK1LL

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