Subject: Re: Base power crate function
Posted by Jerad2142 on Wed, 05 Dec 2007 15:15:34 GMT
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MathK1LL wrote on Tue, 04 December 2007 14:06You could also mix it up a bit an 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
-2 = civilian
-1 = mutant
0 = nod
1 = gdi
2 = renegade