
Subject: Re: Code Release - Kamikaze Suit Crate
Posted by [Hex](#) on Thu, 13 Dec 2007 17:20:10 GMT
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Something like

```
//VEHICLE_FACTORY wf/air SOLDIER_FACTORY bar/hand
```

```
if(Is_Building_Dead(Find_Building(Get_Team(id),SOLDIER_FACTORY)))  
{  
  // dead building  
  return;  
}
```