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Subject: Re: Base Defense Team Change  
Posted by [\\_SSnipe\\_](#) on Sat, 17 May 2008 06:34:02 GMT  
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SSnipe wrote on Fri, 16 May 2008 23:26: nopol10 wrote on Fri, 16 May 2008 22:54: Commands->Set\_Player\_Type(

should work.

```
gdi=
Commands->Set_Player_Type(1);
```

nod

```
Commands->Set_Player_Type(0);
```

look about right?

wait nvm cuase see i have it so any team can do the command gdi and nod.....and need to be able to change what team they defences attack depending on hwo does the command.....aka

if im on gdi and type !test they pop up and turrents wont shot me only nod

and if im on nod and type !test tht guard towers and turrents shoot gdi players not me (nod)

will this work? cant test it right now but do you guys think it could work?

```
class test3ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Vector3 Pos = Commands->Get_Position(obj);
    Pos.Z += 5.471f,Pos.Y += -6.268f,Pos.X += -2.795f;
    GameObject *ct = Commands->Create_Object("GDI_Guard_Tower",Pos);
    Commands->Set_Facing(ct,Pos.Z += -90.0f);
    if (Get_Object_Type(obj) == 0) {
        Commands->Set_Player_Type(ct,1);
    }
    else {
        Commands->Set_Player_Type(ct,0);
    }
}
};
```

```
ChatCommandRegistrant<test3ChatCommand>
```

```
test3ChatCommandReg("!test3",CHATTYPE_ALL,0,GAMEMODE_ALL);
```