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Subject: Re: Base Defense Team Change  
Posted by [reborn](#) on Sat, 17 May 2008 09:21:50 GMT  
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```
class test3ChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
int team;
team = Commands->Get_Player_Type(obj);
    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);

    Commands->Set_Player_Type(ct,team);

}
};
```

```
ChatCommandRegistrant<test3ChatCommand>
test3ChatCommandReg("!test3",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

This code will make the Guard Tower teamed to whatever team the person is that is typing the command.

I do not understand your last question. :-/

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