Posted by Distrbd21 on Wed, 18 Jul 2012 00:01:49 GMT

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Xpert wrote on Tue, 17 July 2012 17:37Can't really call it porting.

Could of also used Find_Random_Preset_By_Team or Find_Random_Preset and check if it's a building object.

There's also a Find_Building_By_Team and a Find_Building_By_Preset in 4.0 already. I don't know why jonwil didn't just point you to that, lol.

Thought about those I might look into that.