
Subject: Re: making turrets destroyable by team
Posted by [danpaul88](#) on Sun, 12 Jan 2014 00:55:50 GMT
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zunnie wrote on Sat, 11 January 2014 18:23

```
if (Get_Object_Type(damager) == Get_Object_Type(obj))  
{  
  if (damage > 0.0f)  
  {  
    Commands->Apply_Damage(obj, damage,"Explosive",damager);  
  }  
}
```

Something like this would apply the damage of the shooter to the turret if the team were the same. This way you can team the turret to GDI but still damage it but it would still only attack Nod.

Just an idea :/

Pretty sure damage is calculated before it calls scripts so the value would be zero.... so that wouldn't work anyway.