
Subject: Looking for script
Posted by [Gen_Blacky](#) on Sun, 09 Sep 2007 20:41:14 GMT
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is there a script that changes an objects team ?

Subject: Re: Looking for script
Posted by [Genesis2001](#) on Sun, 09 Sep 2007 21:44:58 GMT
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```
void z_Set_Team::Created(GameObject *obj)
{
    Commands->Set_Player_Type(obj,Get_Int_Parameter("team"));
}
ScriptRegistrant<z_Set_Team> z_Set_Team_Registrant("z_Set_Team","team:int");
```

Found in SSGM

-MathK1LL

Subject: Re: Looking for script
Posted by [Gen_Blacky](#) on Sun, 09 Sep 2007 22:19:53 GMT
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i found z_Set_Team in scripts 3.4

Subject: Re: Looking for script
Posted by [Jerad2142](#) on Mon, 10 Sep 2007 12:28:30 GMT
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There is also a SCUD one.
