Subject: making turrets destroyable by team
Posted by Stallion on Fri, 10 Jan 2014 21:30:53 GMT
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I was wondering if there's a way to have a turret able to be destroyed by your own team.

I'm making deployable turrets and if possible I want them so they're solid, but then I run into the age old problem of what happens if some noob places it in the way of the harvester or blocks a door...

This is a map mod only, not server side and I don't know enough about making my own scripts to even compile... Level editor is the preferred way.

Subject: Re: making turrets destroyable by team
Posted by danpaul88 on Sat, 11 Jan 2014 15:16:40 GMT
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Only easy way I know of is to make them neutral but then they'd either attack both teams or neither depending on the scripts you use.

Subject: Re: making turrets destroyable by team
Posted by Stallion on Sat, 11 Jan 2014 16:35:46 GMT
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danpaul88 wrote on Sat, 11 January 2014 08:16Only easy way I know of is to make them neutral but then they'd either attack both teams or neither depending on the scripts you use.

bored much?   I thought of that, but for the reasons you put I'm still here asking.

Is there a way to have it still be useful by the team yet able to be destroyed by the team? (i.e. a script perhaps?)

How do servers deal with badly placed turrets?

Subject: Re: making turrets destroyable by team
Posted by zunnie on Sat, 11 Jan 2014 18:23:50 GMT
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```
 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 :/

Subject: Re: making turrets destroyable by team
Posted by Stallion on Sat, 11 Jan 2014 19:49:45 GMT
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I don't mind having it damageable by both teams if it comes to that (if that's what your talking about), but I have no idea how to put that into what I'm doing.

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.