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Subject: AI Gun Emplacements

Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:54:00 GMT

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quote:Originally posted by Dante:Spawner -> make a temp preset under spawners, name it "My AI Gun Emplacement" or whatever. Next, goto the settings tab, click on Pick Presets, Gun Emplacements are located under Objects->Vehicle->Mounted- double click on the emplacement you would like to use, click ok. Now, Set the team (Un teamed will shoot everyone), set the spawn max (number of times you want it to respawn '-1' for infinite) and the spawn delay (number of seconds to wait for a respawn after the emplacement is destroyed.) now make SURE that "IsSoldierStartup" is NOT checked, and hit ok. Goto Scripts and click add, select M00\_Base\_Defense from the drop down menu, and enter in the following values (MinAttackDistance = 1, MaxAttackDistance = 300, AttackTimer=2). hit ok, and hit ok again. now click on your new spawner, and hit make, and place where you like. NON spawner -> goto Objects->Vehicles->Mounted, select the object you want to use as a gun emplacement, click on "Make" and place on your map. Ummmmm yep thats what i ment

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