
Subject: Guard Towers again...

Posted by [Sunwise](#) on Tue, 11 Jan 2005 14:21:06 GMT

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good thought but this will get you even more confused now?

I increased the range to 500 as i would like them to shoot that far and its now working thank you.

But and a confusing one at that!

Why does only one guard tower fire and the others can't be bothered is it to much to handle or what? Im using islands and put two guard towers either side of the entrances to the base and ceilings guns in the tunnels!!!

The ceiling guns shoot well but only briefly(max burst set to 999/-1 tried both). They stop shooting after the first shot and only one guard tower works on the map? I am using the following scripts and settings....

```
M00_base_Defence -1,-1,0  
M00_advance_guard_tower_gun  
M00_building_explode_no_damage_dak
```

I am using an object then the building to control it?? Could this be a confusing matter for the ren engine??

I thought that the scripts did all the work i was wrong :rolleyes:

Cheers Sunwise
