
Subject: Guard Towers again...

Posted by [laeubi](#) on Thu, 13 Jan 2005 11:16:52 GMT

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ANd you should not setup the values for the basedefense to -1 what infinite means for Renegade. So it means the Ceiling guns wil aim and fire at objects that are a way too far for them..... And because there are meshes the might aim at a building or something all the time but cannot shoot because the mesh is in the wa, and so the don't shoot at anything else at all.

<http://renhelp.co.uk/?faq=15#15>

Quote:How do I make the ceiling guns act like the ones in SP?

Attach the following scripts to the CnC_GDI_Ceiling_Gun:

Scripts:

M00_Base_Defense

RMV_Camera_Behavior

you can also add m05_nod_gun_emplacement and the gdi guns shoot nod and the nod guns shoot gdi
