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Subject: Re: Extra things in LE

Posted by [Jerad2142](#) on Tue, 10 Oct 2006 13:58:45 GMT

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First off you use the "RA\_Base\_Defense\_Simple" script on the turret (It gives you the most options [Excluding attack time] and plus it gives you the AI option to aim at infantry's feet).

Then to make the turret give damage reports you have to make new strings and make sure any sound preset it is attached to has a .wav file attached to that. And make absolutely sure that you make your own new strings, because probably what you are doing is attaching a sound to the name of the same site and then the game would try to play the sound when ever the name is displayed (It always is so it would crash the game).

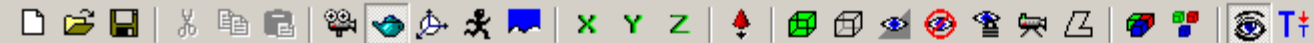
Then you just open the turret/sam site and put the strings in. Here is an example of what I mean:

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### File Attachments

1) [Damage Report.png](#), downloaded 205 times

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**Edit object**

General | Physics Model | Settings | Dependencies | Scripts | Transitions

SightDownMuzzle

VehicleNameID  
[Text Field]

NumSeal [Dropdown]

GDIDamageReportID  
[Text Field]

NodDamageReportID  
[Text Field]

GDIDestroyReportID  
[Text Field]

NodDestroyReportID  
[Text Field]

OK Cancel OK & Propagate...

Obsolete deform chunk encountered in mesh: .DUMMY  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Old Mods\characters\havoc\FullMoon.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Old Mods\characters\FullMoon.tga