
Subject: Re: The Advanced Guard tower
Posted by [crazfulla](#) on Fri, 20 Oct 2006 01:15:55 GMT
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The machine guns automatically spawn a certain number of metres along the X Y and Z axes, so the AGT can only face in two directions (One is an exact 180 degree rotation from the other). I had this problem before and I remember seeing a script where you could edit the position of the guns. But yeah, rotating the AGT is the easiest way to fix it.
