well i do not know how to contact kamuix as i have never spoke to him i got this mod from
cdcyborg and he doesnt know whot to do with it right now im asking nightma12 to help me
hopefully he can help here is the text mod
i got

```
      else if (stricmp(Msg2,"!Build Turret") == 0) {
 Vector3 spawn_position;
 float cost = 600.0f;
 char message[256];
 t = 0;
 GameObject *obj = Get_GameObj(ID);
 if (Get_Object_Type(obj) == 0) {
  if (cost <= Get_Money(ID)) {
   Vector3 Pos = Commands->Get_Position(obj);
Pos.Z += 0;
   Commands->Disable_Physical_Collisions(Commands->Create_Object("Nod_Turret_MP_Impro
ved ",Pos));
   Commands->Give_Money(obj,cost*-1.0f,false);
//Commands->Apply_Damage(obj,99999,"Death",false); //Was this here to stop the player from
getting stuck in the guard tower? disabling collisions on the guard tower is a better solution.
   sprintf(message,"msg [KB] Player %s Has deployed a Nod
Turret",Get_Player_Name_By_ID(ID));
   Console_Input(message);
  }
  else if (cost > Get_Money(ID)) {
   sprintf(message2,"ppage %d Sorry, the Nod Turret $600",ID);
   Console_Input(message2);
  }
      else if (Get_Object_Type(obj) == 0) {
   sprintf(message2,"ppage %d Test",ID);
   Console_Input(message2);
  }
 }
```

i hope u can explain me whut to do with it >.<