
Subject: Re: Making Maps Part 2

Posted by [_SSnipe_](#) on Mon, 28 May 2007 20:13:48 GMT

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MathK1LL wrote on Mon, 28 May 2007 10:48:1) Objects -> Vehicles -> Mounted -> Nod_Turret -> Nod_Turret_Dec -> Nod_Turret_MP -> Nod_Turret_MP_Improved

2) Objects -> Vehicles -> Mounted -> GDI_Guard_Tower

3) Objects -> Vehicles -> Mounted -> Nod_Ceiling_Gun (Expand for GDI Ceiling gun also)

-MathK1LL

Edit:

joe937465 wrote on Mon, 28 May 2007 05:27:PS is that a gangster "S" in the pic above or the slipknot "S"

Yes, I believe it is. >_>

well when i build those they wont show up when i play the map but everything else will play.

and do i have to do any other settings? or scripts? for them i jsut put in base and it shoots the enemys?
