
Subject: Re: Nod Turret Shell

Posted by [Brandon](#) on Wed, 20 Jun 2007 20:34:36 GMT

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I learned that the script used is: M00_Base_Defence. However, I found what was causing the problem, on the Dependencies tab there was something selected and after researching it I learned that it was the destruction shell. I removed it from the list and saved my preset library, but I've yet to test it out but I will today. Just thought I'd let everyone know, it's not a script issue, it's a dependencies issue.
