
Subject: Re: Nod Turret Shell

Posted by [Brandon](#) on Thu, 21 Jun 2007 17:50:49 GMT

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Ok, I went and got rid of the turret shell dependencie but that didn't work, so I got rid of the script (M00_Base_Defence since there wasn't a Nod_Turret script there) and added the JFW_Base_Defence script instead but that failed to stop the shell from spawning after the turret is destroyed. So now I'm wondering if it's truly possible to stop it from spawning server side when the turret is destroyed. Any help would be appreciated.
