
Subject: Re: Nod Turret Shell

Posted by [zunnie](#) on Thu, 21 Jun 2007 18:08:25 GMT

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open aow.cpp and find+remove:

```
Quote: void M00_Disable_Transition::Killed(GameObject *obj, GameObject *shooter)
{
  if (strstr(Commands->Get_Preset_Name(obj), "Nod_Turret_MP"))
  {
    GameObject *DestroyedTurret =
    Commands->Create_Object("Nod_Turret_Destroyed", Commands->Get_Position(obj));
    Commands->Set_Facing(DestroyedTurret, Commands->Get_Facing(obj));
  }
}
```

open aow.h and find+remove the green colored line:

```
Quote: class M00_Disable_Transition : public ScriptImpClass {
  void Created(GameObject *obj);
  void Damaged(GameObject *obj, GameObject *damager, float damage);
  void Killed(GameObject *obj, GameObject *shooter);
  void Timer_Expired(GameObject *obj, int number);
  bool PlayDamage;
};
```

Save and compile, then there wont be any destroyed turrets anymore.

Or, if you can point me to the SSAOW version you are using i can do it for you if you want.
