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Subject: Re: M0 Maps Defense

Posted by [wittebolx](#) on Fri, 13 Jul 2007 12:52:50 GMT

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alz45 wrote on Fri, 13 July 2007 06:51 Big\_Gun\_Phlat (Shore Defence Cannon)

M06\_Tailgun (Tail Gun)

M11\_Nod\_Ceiling\_Gun (Ceiling gun from M11)

MX0\_Nod\_Obelisk (Just a ceiling gun firing the obelisk ray)

M04\_LargeSam\_Site (The massive SamSite from M04)

Nod\_Turret (What they use in all mission maps (The weak one))

M11\_Nod\_Ceiling\_Gun (Ceiling gun from M11)

using this is an instant Kill for all GDI, it fires 1 beam and it kills a harvester in 1 sec etc :S

Big\_Gun\_Phlat (Shore Defence Cannon)

this preset crashes the game.

but thx for the presets, i just need to figure out why the M11\_Nod\_Ceiling\_Gun can not be killed and need to reduce the fire power. and for the M04\_LargeSam\_Site the same, it cant be killed and also need to reduce the fire power