wittebolx wrote on Fri, 13 July 2007 07:52alz45 wrote on Fri, 13 July 2007 06:51Big_Gun_Phat (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_Phat (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

The Big_Gun_Phat doesn't crash the game as i have it working on my server... And the M11_Nod_Ceiling_Gun is the special ceiling gun from M11, with the lazer beam..