Yeah, i did what you said, thanx man, i think it works! I do not know because the map and vis goes all wierd, there is something really wrong with it...i changed the scripts on the NOD Turrets and GDI_GUard_Towers to the ones you said but the Harvesters and me fall through the floor and everything except a few objects go invisible!
There is a screenshot of it below, please tell me what is wrong?
If it is part of the problem, i did not download that Attachment you provided as i already got those scripts.dll, scripts2.dll and bhs.dll><maybe they are out of date or something?

File Attachments
1) ERROR.doc, downloaded 104 times