
Subject: AI Base Defenses

Posted by [Burn](#) on Tue, 19 May 2009 20:07:20 GMT

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Hi guys! Long time no post!

I'm working on another map at the moment, and I am trying to create a turret that will shoot at mutants only (or a turret that will not shoot at GDI/Nod.) In the past I haven't discovered a way to do this but I am hoping with the release of some new scripts I might now be able to do this.

I did a little digging and found SUR_Dep_Turret, which is supposed to shoot at mutants only, but it doesn't seem to work for me.

Any suggestions? Please?

Thanks!
