
Subject: Re: AI Base Defenses

Posted by [Burn](#) on Wed, 20 May 2009 01:52:50 GMT

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Is there a way to make the turrets belong to GDI and then make the Nod player purchase a character with a script attached that makes them seem like a GDI unit so the turrets wont fire at them?

For example, you can attach a script to any character, I think it's called M06_Civ_Prisoner, and either side can buy that character and no one will shoot at you, not even the base defenses. Is there a script that will do something like that except for GDI and make it so the mutants shoot at me?
