
Subject: I feel bad asking this...

Posted by [JasonKnight](#) on Tue, 09 Mar 2010 16:31:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am working on some server side modifications for one of the servers I run. I am working on adding in Nod Turrets, GDI Guard Towers, but also changed some of the settings to the Gun and Cannon emplacements to give the opposing team a similar effect.

Gun Emplacement for Nod to be more Anti Infantry
Cannon Emplacement for GDI to be more Anti Tank
and Sam sites for Both.

I have tried both just placing them on the maps in Level Edit and using the appropriate spawners.

I have the scripts on them that are needed

Turrets, Guard Towers, Gun and Cannon emplacements use the JWL_Base_Defense_No_VOTL (or something similar)

and the sam sites use the (VOTL_Only)

The problem that I am having is getting the GDI Cannon Emplacement, NOD Gun Emplacement, and GDI Sam Site to stay on the maps once they start.

Once the map starts you hear a few things blow up around you. The things blowing up are in fact those three things. The GDI Cannon, NOD Gun and GDI Sam. That is the first problem.

Second problem is that even though they have exploded and you think they are destroyed something invisible still fires. Cant hear it, Cant see it, But still shoots at you and you take damage.

I need help getting these three things to stay spawned on the maps.

Thanks.

the Scripts in use are

JWL_Base_Defense_No_VOTL

JWL_Base_Defense_VOTL-Only

M00_Disable_Transition

I have spent the past day trying to figure this out. Searched at renegadehelp.com searched on here at older posts, even looked through some of my older thread since I had this problem before. I guess I figured it out once before, but now idk... what is mentioned in my older threads isnt fixing it --
