Subject: Help!! How to get base defenses shoot at mutant units in multiplayer?
Posted by [Dragon]OBSK on Sat, 06 Aug 2011 05:57:37 GMT

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I just made a map,in which there're some visceroids in Mutant Team.
I tested it on LAN and the base defenses did shoot at the visceroids when they were rushing into my base.
But when I tested it on FDS,something strange happened.The base defenses ignored all the visceroids.
I just tried changing them to Neutral Team,but the base defenses still didn't work.
Are there any scripts that get base defenses shoot at neutral units?
I'd appreciate it if anyone helps me.