Subject: Re: defenses fire at each other
Posted by robbyke on Wed, 25 Apr 2012 14:21:50 GMT

danpaul88 wrote on Wed, 25 April 2012 12:43Well that's hardly surprising since guard towers and turrets are actually vehicles (albeit stationary) and thus DO have movable physics

jonwil wrote on Wed, 25 April 2012 12:46actually, no, I suspect the objects in question have physics of type DecorationPhys which means they dont move.

leveledit states they are decorationphys,
i just wonder now though how can i test if the target is a stationary defence?