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Subject: Re: deployable turrets

Posted by [Stallion](#) on Wed, 08 Jan 2014 16:46:00 GMT

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I have to do it this way because I'm making (or editing) a map and not doing it server side.

So far I've gotten 3 of the 4 scripts that were used in place (or ones that seem to do the same thing), and I'm missing 1 script and some settings.

The 3 scripts I remembered are:

Jfw\_disable\_physical\_collision

jfw\_health\_regen

tfx\_replace\_when\_repaired

edit: now that I think about it, the turret should probably have the script to disable collisions and not the beacon...

It was set up so that you drop the health of the object just below max then it uses the regen to instantly repair to full health, then once at full health it would use the replace when repaired script to change it to the turret and use the script disable physical collisions so you didn't get stuck in it.

I'm still missing a few settings and a script, but if anyone can assist with the rest it would be greatly appreciated.

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