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Subject: making turrets destroyable by team

Posted by [Stallion](#) on Fri, 10 Jan 2014 21:30:53 GMT

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I was wondering if there's a way to have a turret able to be destroyed by your own team.

I'm making deployable turrets and if possible I want them so they're solid, but then I run into the age old problem of what happens if some noob places it in the way of the harvester or blocks a door...

This is a map mod only, not server side and I don't know enough about making my own scripts to even compile... Level editor is the preferred way.

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