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Subject: Repair Turrets?

Posted by [TheKGBspy](#) on Mon, 15 Mar 2004 03:55:54 GMT

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i have done that in my very early beta of ra2:vengeance.

create a normal ai controled turret. add repair weapon to it, attach the defences scripts and set the team of the turret as mutant.

it has some minor bugs(this turret will repair gdi and nod team) but work well.

edit: i have just saw your problem with base defences. my idea will get killed by defences too. i just tought you wanted to do a repair outpost somewhere

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