
Subject: AGT defense guns crooked and How to set limits?

Posted by [Anonymous](#) on Thu, 25 Apr 2002 16:55:00 GMT

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The guns are crooked on the base def. how do I fix this. The object controller is aligned with the AGT...How do I make a ceiling so the copters don't get stuck? Is it just physical restrictions, cause I had them all checked... Or maybe only vehicle?[April 25, 2002: Message edited by: Ingrownlip]

Subject: AGT defense guns crooked and How to set limits?

Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:02:00 GMT

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By crooked, I assume you mean, not lined up horizontally with the AGT? If this is the case, then move the controller towards the rear of the building as in the picture in the Westwood docs. You can edit its range settings by modifying the settings under:Munitions > Ammo > Ammo_Structure_Weapons > Ammo_AGT_MG for guns and:Munitions > Ammo > Ammo_Structure_Weapons > Ammo_AGT_Missile for the missiles.I do not know if it is the correct way of doing it, but it works for the most part. (not sure what units are used for the settings, as 30 for the Obelisk and 30 for the AGT, do not result in the same distance setting.)

Subject: AGT defense guns crooked and How to set limits?

Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:08:00 GMT

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Not horizontally by Z axis. If you load the M00_Base_Defense it will load both the guns and missile...The turret guns do not line up in the corners.And does anyone know about the limits...When I flew my copter up in the sky it got stuck at the top.

Subject: AGT defense guns crooked and How to set limits?

Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:14:00 GMT

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Yeah, I tried the M00_Base_Defense script, but changing it's settings seemed to not have any effect.If you put the controller in the same position as in the Westwood docs, it will line up correctly (lined up with the backside of the top most part of the AGT). BTW: The doc I am speaking of is Cnc Map Setup.doc, and the pic is figure 2.[April 25, 2002: Message edited by: xRUSSx][April 25, 2002: Message edited by: xRUSSx]

Subject: AGT defense guns crooked and How to set limits?

Posted by [Anonymous](#) on Thu, 25 Apr 2002 22:52:00 GMT

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Anyone know for limits?

Subject: AGT defense guns crooked and How to set limits?

Posted by [Anonymous](#) on Fri, 26 Apr 2002 16:44:00 GMT

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I think someone has to know about keeping the helicopter from getting stuck.

Subject: AGT defense guns crooked and How to set limits?

Posted by [Anonymous](#) on Mon, 13 May 2002 12:25:00 GMT

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To keep your flying vehics from getting stuck take the plane that you used for a ceiling, MIRROR it on the Z access in gmax. This will flip it and make it invisible when looking down on the top of your map in gmax. Basically all you are doing is making your heli's fly into the visible side of the ceiling plane. Make sure you have vehicle collisions on for this plane and hide it as well in your w3d options.
