
Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Sun, 08 Dec 2002 21:11:00 GMT

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Can not get GDI Turret to work..here is what i have tried so farcreated a new preset for a GDI turret....same preset as Nod turretbut it is GDI alliedDoes not shoot, tried a bunch of scripts. create the scripts folder put the neccesary scripts in there then turn on commando and load level. Any suggestions, I read the ren help and some odd reason this still won't work for GDI but does for Nod..

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Sun, 08 Dec 2002 21:12:00 GMT

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Oops hit Quote button instead of edit ::feels like a idiot:: Anyways any help:) [December 08, 2002, 21:13: Message edited by: greenhaze2003]

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Sun, 08 Dec 2002 21:30:00 GMT

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just attach m00_base_defence to your turret and he will shoot...

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Sun, 08 Dec 2002 21:42:00 GMT

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quote:Originally posted by Francois:just attach m00_base_defence to your turret and he will shoot...We tried that. were going just delete the preset and try again. Hopefully works. [December 08, 2002, 21:43: Message edited by: greenhaze2003]

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Sun, 08 Dec 2002 22:50:00 GMT

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Why the hell would you make a GDI Turret?Use the GDI Guard Tower. Since I got Glacier Flying included in the patch, that means the Guard Tower will no longer crash the game as the model is present in Renegade now.

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Mon, 09 Dec 2002 13:23:00 GMT

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whoa theres a gdi gaurd tower in the presets?! This could of made my crap maps sooo much better!

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Mon, 09 Dec 2002 13:52:00 GMT

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quote:Originally posted by aircraftkiller2001:Why the hell would you make a GDI Turret?Use the GDI Guard Tower. Since I got Glacier Flying included in the patch, that means the Guard Tower will no longer crash the game as the model is present in Renegade now.Well if it was for me i would answer that. I guess the person i'm asking for doesn't realize there is a GDI Guard Tower. ::sigh:: Come to think of it, the GDI Guard tower would be better anyways

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Mon, 09 Dec 2002 14:16:00 GMT

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quote:Originally posted by greenhaze2003: quote:Originally posted by aircraftkiller2001:Why the hell would you make a GDI Turret?Use the GDI Guard Tower. Since I got Glacier Flying included in the patch, that means the Guard Tower will no longer crash the game as the model is present in Renegade now.Well if it was for me i would answer that. I guess the person i'm asking for doesn't realize there is a GDI Guard Tower. ::sigh:: Come to think of it, the GDI Guard tower would be better anyways You'll find it here:Objects > Vehicles > Mounted > GDI_Guard_Tower

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Mon, 09 Dec 2002 15:39:00 GMT

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but there is still a problem with the guard tower...i have taken a flame tank to one and it destroys it in no time... i have tried boosting the health and armor but i had it up to 1000 health and heavy building armor yet it was still took no time to destroy is the health ahrdcoded and not changeable or something because te turret unchanged lasts longer than my modded guard tower when against a flame tank..

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Mon, 09 Dec 2002 15:42:00 GMT

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quote:Originally posted by aronjames:but there is still a problem with the guard tower...i have

taken a flame tank to one and it destroys it in no time... i have tried boosting the health and armor but i had it up to 1000 health and heavy building armor yet it was still took no time to destroy is the health ahrcoded and not changeable or something because te turret unchanged lasts longer than my modded guard tower when against a flame tank..You're using a package modification. Open always.dat, grab Armor.ini, replace the Armor.ini in your mod folder.Flames will work properly then.

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Mon, 09 Dec 2002 15:45:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by vloktboky03:
quote:Originally posted by aircraftkiller2001:Why the hell would you make a GDI Turret?Use the GDI Guard Tower. Since I got Glacier Flying included in the patch, that means the Guard Tower will no longer crash the game as the model is present in Renegade now.When did the Guard Tower ever crash Renegade? I have made a map with a Guard Tower in it a long time ago, and it never crashed. Just wondering.You would have to put the Guard Tower's W3D into the mod directory you're working with, then you'd be able to use it. If you didn't do that, it would crash the editor.Too many things makes the editor crash.

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Mon, 09 Dec 2002 16:58:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by greenhaze2003:
quote:Originally posted by aircraftkiller2001:Why the hell would you make a GDI Turret?Use the GDI Guard Tower. Since I got Glacier Flying included in the patch, that means the Guard Tower will no longer crash the game as the model is present in Renegade now.Well if it was for me i would answer that. I guess the person i'm asking for doesn't realize there is a GDI Guard Tower. ::sigh:: Come to think of it, the GDI Guard tower would be better anyways You'll find it here:Objects > Vehicles > Mounted > GDI_Guard_TowerThanks you been a great help

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Mon, 09 Dec 2002 20:34:00 GMT

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The Nod turret converted to a GDI crashed on me also. I dont think U can use it. Try cloning the regular GDI gun mount. then make changes to it.make sure its asigned to GDI team, set the number of seats to 0. use the disable transitions script if U dont want that green arrow above it. (i Dont use that 1) and use the M0_Base_Defense. I changed the ammo to Ion Cannon AI, it helps even out the power of the OB, verses the weaker AGT.(Opinion PPL).

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Tue, 10 Dec 2002 00:18:00 GMT

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quote:Originally posted by aircraftkiller2001:Why the hell would you make a GDI Turret?Use the GDI Guard Tower. Since I got Glacier Flying included in the patch, that means the Guard Tower will no longer crash the game as the model is present in Renegade now.When did the Guard Tower ever crash Renegade? I have made a map with a Guard Tower in it a long time ago, and it never crashed. Just wondering.

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Tue, 10 Dec 2002 00:48:00 GMT

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quote:Originally posted by vloktboky03: quote:Originally posted by aircraftkiller2001:Why the hell would you make a GDI Turret?Use the GDI Guard Tower. Since I got Glacier Flying included in the patch, that means the Guard Tower will no longer crash the game as the model is present in Renegade now.When did the Guard Tower ever crash Renegade? I have made a map with a Guard Tower in it a long time ago, and it never crashed. Just wondering.You would have to put the Guard Tower's W3D into the mod directory you're working with, then you'd be able to use it. If you didn't do that, it would crash the editor.

Subject: Getting GDI Turret To work.

Posted by [Anonymous](#) on Sun, 15 Dec 2002 12:26:00 GMT

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Hey there. Is there a way for me to give Nod units to the GDI side without making a mod?? Could i just edit one of the .ini files or something? This is something that has been troubling me for quite a while now. And also How would i go about giving the GDI a flame thrower and a Laser Chain Gun?? That is something i would really like to be able to do... just not sure how to yet. If any 1 could help me i would greatly appreciate it. Thanks
