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Subject: AGT machine guns 'Out Of Line'

Posted by [CrazyBastard](#) on Sat, 01 Apr 2006 16:54:02 GMT

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The machine guns that hang off the AGT are out of line...anyone have any idea why this is? They are suspended in midair as pictured both at the back and at the front, so moving the controller forward a bit only makes the front ones hang out more...tried rotating the controller 90 degrees but that did nothing. Help?

### File Attachments

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1) [agt\\_guns.JPG](#), downloaded 675 times



 Advanced Guard T  


Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [PermaGrin](#) on Sat, 01 Apr 2006 20:15:01 GMT  
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Believe it is based on the position of the building controller. Nudge you controller a bit in relation to the offset guns and it should be ok.

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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [YSLMuffins](#) on Sat, 01 Apr 2006 22:03:38 GMT  
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The only way to fix that is the rotate the tower itself 90 degrees.

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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [danpaul88](#) on Sat, 01 Apr 2006 23:25:49 GMT  
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YSLMuffins wrote on Sat, 01 April 2006 23:03The only way to fix that is the rotate the tower itself 90 degrees.

cant you just rotate the building controller 90 degrees?

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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [CrazyBastard](#) on Sun, 02 Apr 2006 02:35:11 GMT  
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Aparently not, well physically you can in Level Edit but the guns still appear in the same place... I learned something today... AGTs must be facing in a certain direction

Explains why on most maps like Cairo and Cliffs where theres more than 1 agt that they are all facing in the saem direction...

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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [danpaul88](#) on Sun, 02 Apr 2006 11:11:13 GMT  
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thats wierd, I usually dump my AGT's in any old position, and have been able to get the guns lined up... maybe I got lucky and always happen to have them right way...

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Subject: Re: AGT machine guns 'Out Of Line'

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Posted by [jonwil](#) on Sun, 02 Apr 2006 13:13:44 GMT

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The missile weapon is placed at x+0 y+0 z+6.0 relative to the position of the AGT building controller.

The first gun is placed at x+5.1789999 y-4.2389998 z-9.0 relative to the position of the AGT building controller.

The second gun is placed at x+5.1609998 y+3.2720001 z-9.0 relative to the position of the AGT building controller.

The third gun is placed at x-4.4910002 y+3.257 z-9.0 relative to the position of the AGT building controller.

The fourth gun is placed at x-5.1329999 y-4.3660002 z-9.0 relative to the position of the AGT building controller.

These numbers are straight from the Advanced Guard Tower script.

Hope this helps

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Subject: Re: AGT machine guns 'Out Of Line'

Posted by [JeepRubi](#) on Sun, 02 Apr 2006 15:16:14 GMT

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That means rotating won't help, that sucks.

Just try moving the controller around on top of the agt to make em look as good as you can. I'd rather have offset guns than have to re-weld my agt.

(Edit: I might re-weld my AGT because it is only four corners but turning it could seriously mess up gameplay. You might just be able to turn the whole terrain including the AGT and then redo all the LE work. Sounds like a lot though for mis-aligning guns.)

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Subject: Re: AGT machine guns 'Out Of Line'

Posted by [Dan](#) on Sun, 02 Apr 2006 20:59:36 GMT

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Jonwil... can you not write a script which is identical to the current AGT script, except the guns are rotated 90 degrees? This will give the modder the option of having the AGT at 90 degree angles and still have the guns in the correct positions.

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Subject: Re: AGT machine guns 'Out Of Line'

Posted by [jonwil](#) on Sun, 02 Apr 2006 22:30:49 GMT

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The problem is that, whilst I do have a clone of the AGT script, the evidence I have suggests that it is currently broken and I dont know why.

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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [rc22fires](#) on Tue, 04 Apr 2006 05:07:50 GMT  
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This is so off topic but regardless I must show my hate toward the AGT. What was Westwood/EA thinking? I don't understand how a missile can pop out of mid air at the top of a tower.

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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [CrazyBastard](#) on Tue, 04 Apr 2006 15:29:48 GMT  
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I came up with a quick fix... I had actually lost the Gmax file so I couldnt edit the original terrain but i used w3d importer to loaded a poorly textured version in renx, placed 2 new AGT's the right way around, Deleted everything except the AGT's, and exported as a seperate w3d. Then in LE i went under the instances tab then the original terrain and deleted everything MGAGD from the level, then temped a new preset for the 2 new AGT's and hit make.... viola instant victory ... Didn't actually take long, lol, just kinda messy. But no one will ever notice

### File Attachments

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1) [derailed1.jpg](#), downloaded 754 times



Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [Dan](#) on Tue, 04 Apr 2006 20:19:28 GMT  
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OR! What if you take the WHOLE MAP! And rotate it by 90 degrees! So much easier imo =)

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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [JeepRubi](#) on Wed, 05 Apr 2006 01:15:11 GMT  
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I already said that.

Jeep Rubi wrote on Sun, 02 April 2006 17:16 You might just be able to turn the whole terrain including the AGT and then redo all the LE work

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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [jonwil](#) on Thu, 20 Apr 2006 04:06:21 GMT  
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Sorry to bump such an old thread but I want to let people know that I will be making a script for scripts.dll 2.7 that will let you move the guns and missile around. Essentially, its a clone of M00\_Advanced\_Guard\_Tower much like JFW\_Advanced\_Guard\_Tower. But, unlike JFW\_Advanced\_Guard\_Tower, it will use M00\_Advanced\_Guard\_Tower\_Missile and M00\_Advanced\_Guard\_Tower\_Gun (instead of the JFW versions) which should solve the bugs (I will also tripple check it to make sure that it is correct). The other change is that it will let you specify the position of the 4 guns and the missile relative to the AGT building controler location.

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Subject: Re: AGT machine guns 'Out Of Line'  
Posted by [YSLMuffins](#) on Thu, 20 Apr 2006 21:49:55 GMT  
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That's a great idea! I think the most important thing is to have a script that maintains the aggressiveness of the AGT against enemies.

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