
Subject: The Advanced Guard tower
Posted by [R315r4z0r](#) on Fri, 13 Oct 2006 02:20:44 GMT
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OK, I can't believe I am making a topic on this, but it is acting retarded.. and I need help.

Ok, Setting up the advanced guard tower building controller.
I haven't made an AOW map in a while, and I havn't set up many AGTs... so this is what happend

I was setting the base controllers up, barr, hand, ref, pp, ect.
I forgot how to do the ob and the AGT, so I found ACK's map making tutorial, looked it up in the figures.

And I did the obelisk, no problem.

Then I miss-read the AGT, and I DID rotate the controller. And ingame, the guns were in like mid air in like a diamond shape around the building.

So I check the figure again, and noticed it said NOT to rotate the controller "oops"

So I delete the controller, and place a new one. I export it, then go ingame. Now the building isn't targetable, and there are 2 sets of guns in the same place...

What is up? How can I fix it?

Subject: Re: The Advanced Guard tower
Posted by [YSLMuffins](#) on Fri, 13 Oct 2006 03:17:53 GMT
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The only way to fix that is to rotate the tower itself. The guns always span a certain way no matter the direction of the controller.

Subject: Re: The Advanced Guard tower
Posted by [Veyrdite](#) on Sat, 14 Oct 2006 02:52:46 GMT
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if there is nothing you placed that was complex and time consuming you can just place the controllers on another level using the same terrain, and just delete the old level.

it sounds like the controller did not delete properly the first time and is now an invisible efect/object.

what do you mean by not targetable, wont let you shoot it?

Subject: Re: The Advanced Guard tower
Posted by [R315r4z0r](#) on Sat, 14 Oct 2006 20:13:15 GMT
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I ment that when you target it, it doesn't go green and say "Advanced guard tower" the building is just there...

But it doesn't matter, I took YLS's advice, and moved the AGT, now it works.

Subject: Re: The Advanced Guard tower
Posted by [crazfulla](#) on Fri, 20 Oct 2006 01:15:55 GMT
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The machine guns automatically spawn a certain number of metres along the X Y and Z axes, so the AGT can only face in two directions (One is an exact 180 degree rotation from the other). I had this problem before and I remember seeing a script where you could edit the position of the guns. But yeah, rotating the AGT is the easiest way to fix it.
