
Subject: Cannon Impacement, Gun Impacement, Rocket Impacement.

Posted by [JasonKnight](#) on Fri, 20 Apr 2007 05:00:09 GMT

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Ok, I know and understand how to impliment them. I know how to turn them into having an AI. so they automaticvally shoot there opponites.

But I have 1 problem with them. Once I go to put the amount of people that can enter them to Zero, they no longer show up on the map. They still shoot but they do not visibly show up, nor can you target them.

I want to be able to implement them into the map as base defences. but I do not want anyone to be able to enter them. becuae if someone enters them, there AI goes away and then will not shoot the opposing team automatically.

1 way I can prevent this is to put them on buildings where no one can get to them. but on some maps that just wont work good...

if anyone can help that would be great. Jonwil, if there is a script that can make the implacements belive there is someone in them but actually there isn't that would work too, cause then no one else would be able to enter and then in theory should still have their AI.

Subject: Re: Cannon Impacement, Gun Impacement, Rocket Impacement.

Posted by [Whitedragon](#) on Fri, 20 Apr 2007 06:48:08 GMT

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Attack M00_Disable_Transitions to them.

Subject: Re: Cannon Impacement, Gun Impacement, Rocket Impacement.

Posted by [JasonKnight](#) on Fri, 20 Apr 2007 07:01:10 GMT

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and will that stop poeple from entering it?

or will it let poeple enter but go back to how it was when the leave?

Subject: Re: Cannon Impacement, Gun Impacement, Rocket Impacement.

Posted by [Whitedragon](#) on Fri, 20 Apr 2007 07:35:08 GMT

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It will stop people from entering.

Subject: Re: Cannon Implacment, Gun Implacment, Rocket Implacment.
Posted by [JasonKnight](#) on Fri, 20 Apr 2007 07:55:15 GMT
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ok, thakn you very much

this takes care of my problem...

Subject: Re: Cannon Implacment, Gun Implacment, Rocket Implacment.
Posted by [zunnie](#) on Fri, 20 Apr 2007 08:21:54 GMT
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The ones that are not prefixed with CnC or have _Player at the end
cant be entered by players.

I would use these instead, just change their health/armor so they
are a bit harder to kill. Then you can have both AI ones and ones
players can use

Subject: Re: Cannon Implacment, Gun Implacment, Rocket Implacment.
Posted by [Jerad2142](#) on Fri, 20 Apr 2007 22:38:39 GMT
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Or you can attach the script to each emplacement individually if you want some of the enterable
and some not.

Subject: Re: Cannon Implacment, Gun Implacment, Rocket Implacment.
Posted by [JasonKnight](#) on Sat, 21 Apr 2007 23:21:34 GMT
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yep, i got it all worked out now, got stiff for both teams as well as ones that can be enterd. thanks
you guys helped me.
