
Subject: AI Gun Emplacements
Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do u make AI Gun Emplacements that spawn? (or that dont spawn just whatever lol)U help me i help u (if i can lol)

Subject: AI Gun Emplacements
Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:46:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Easy,'Temp' the current gaurd tower or nod turret and change the object it points to, to the object of the gun emplacement, Click make done. try that, Good luck [February 13, 2003, 12:48:
Message edited by: Halo38]

Subject: AI Gun Emplacements
Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Spawner -> make a temp preset under spawners, name it "My AI Gun Emplacement" or whatever. Next, goto the settings tab, click on Pick Presets, Gun Emplacements are located under Objects->Vehicle->Mounted- double click on the emplacement you would like to use, click ok. Now, Set the team (Un teamed will shoot everyone), set the spawn max (number of times you want it to respawn '-1' for infinite) and the spawn delay (number of seconds to wait for a respawn after the emplacement is destroyed.) now make SURE that "IsSoldierStartup" is NOT checked, and hit ok. Goto Scripts and click add, select M00_Base_Defense from the drop down menu, and enter in the following values (MinAttackDistance = 1, MaxAttackDistance = 300, AttackTimer=2). hit ok, and hit ok again. now click on your new spawner, and hit make, and place where you like. NON spawner -> goto Objects->Vehicles->Mounted, select the object you want to use as a gun emplacement, click on "Make" and place on your map.

Subject: AI Gun Emplacements
Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Dante:Spawner -> make a temp preset under spawners, name it "My AI Gun Emplacement" or whatever. Next, goto the settings tab, click on Pick Presets, Gun Emplacements are located under Objects->Vehicle->Mounted- double click on the emplacement you would like to use, click ok. Now, Set the team (Un teamed will shoot everyone), set the spawn max (number of times you want it to respawn '-1' for infinite) and the spawn delay (number of seconds to wait for a respawn after the emplacement is destroyed.) now make SURE that "IsSoldierStartup" is NOT checked, and hit ok. Goto Scripts and click add, select M00_Base_Defense from the drop down menu, and enter in the following values (MinAttackDistance = 1, MaxAttackDistance = 300, AttackTimer=2). hit ok, and hit ok again. now

click on your new spawner, and hit make, and place where you like. NON spawner -> goto Objects->Vehicles->Mounted, select the object you want to use as a gun emplacement, click on "Make" and place on your map. Ummmmm yep thats what i ment

Subject: AI Gun Emplacements

Posted by [Anonymous](#) on Fri, 14 Feb 2003 00:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

ooo thanx, i just forgot the script i think
