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Subject: Ceiling guns in CnC mode  
Posted by [xpontius](#) on Thu, 08 May 2003 19:08:43 GMT  
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Im adding ceiling guns to my new map, C&C Turmoil (no pics yet sorry). They are indeed in the ceiling but dont work... if anyone knows anything about this, help is appreciated.

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Subject: Ceiling guns in CnC mode  
Posted by [Beanyhead](#) on Thu, 08 May 2003 19:24:13 GMT  
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Did you attach M00\_Base\_Defense?

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Subject: Ceiling guns in CnC mode  
Posted by [xpontius](#) on Thu, 08 May 2003 19:26:01 GMT  
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No.. but i take that as a hint hehe

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Subject: Ceiling guns in CnC mode  
Posted by [mike9292](#) on Thu, 08 May 2003 19:28:30 GMT  
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in your map folder make a new folder and call it Scripts. then go to the renegade folder and put scripts.dll in the new folder

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Subject: Re: Ceiling guns in CnC mode  
Posted by [Captkurt](#) on Thu, 08 May 2003 22:24:25 GMT  
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xpontiusIm adding ceiling guns to my new map, C&C Turmoil (no pics yet sorry). They are indeed in the ceiling but dont work... if anyone knows anything about this, help is appreciated.

Here are the scripts I used on all ceiling guns on my maps that use em,  
use it for both bases, but use the Nod guns for Nod

CnC\_GDI\_Ceiling\_Gun  
Scripts;  
M00\_Base\_Defense  
RMV\_Camera\_Behavior

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Subject: Ceiling guns in CnC mode  
Posted by [xpontius](#) on Thu, 08 May 2003 23:31:37 GMT  
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Ill see what i can do and cant do for now ...

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Subject: Ceiling guns in CnC mode  
Posted by [Sn1per XL](#) on Thu, 08 May 2003 23:35:24 GMT  
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you can also add m05\_nod\_gun\_emplacement and the gdi guns shoot nod and the nod guns shoot gdi.

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Subject: Ceiling guns in CnC mode  
Posted by [xpontius](#) on Fri, 09 May 2003 19:05:27 GMT  
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Quote:Sn1per XL Posted: Fri May 09, 2003 2:35 am Post subject:

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you can also add m05\_nod\_gun\_emplacement and the gdi guns shoot nod and the nod guns shoot gdi.

Now this is at school im talking at right now...are those guns outside or inside buildings cause this map is a 2 in 1 base. I need inside defenses.

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Subject: Ceiling guns in CnC mode  
Posted by [Captkurt](#) on Sat, 10 May 2003 03:41:00 GMT  
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xpontiusQuote:Sn1per XL Posted: Fri May 09, 2003 2:35 am Post subject:

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you can also add m05\_nod\_gun\_emplacement and the gdi guns shoot nod and the nod guns shoot gdi.

Now this is at school im talking at right now...are those guns outside or inside buildings cause this map is a 2 in 1 base. I need inside defenses.

Mine were inside, but you can put them either place. inside or outside.

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Subject: Ceiling guns in CnC mode  
Posted by [Sn1per XL](#) on Sun, 11 May 2003 01:29:26 GMT  
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m05\_nod\_gun\_emplacement is a script u can add to like vehicles and stuff it makes them shoot i do it to vehicles when i attach mamoths to apaches lol sometimes i attach a obelisk gun to a apache

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Subject: Ceiling guns in CnC mode  
Posted by [xpontius](#) on Mon, 12 May 2003 19:36:24 GMT  
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I like I like ...

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