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Subject: Little Problem I Need To Fix

Posted by [Sanada78](#) on Mon, 24 Nov 2003 19:44:31 GMT

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I created a new Guard Tower model (not the best looking thing) and I just wanted to fix a small problem with the gun under A.I. control.

To make life easier, I just used the original Guard Tower settings and just replaced it with my model. The problem I have is with the gun muzzle. When a game starts, the gun is pointing in its default position, but when it moves (under A.I. control) it points downwards.

My Guard Tower model is slightly taller than the original so I'm thinking it's something to do with the settings for the gun but I can't find the one to change. I've altered a few things but they much very little difference.

It's not a serious problem; it just looks stupid when the gun points downwards when not aimed at anything.

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Subject: Little Problem I Need To Fix

Posted by [xpontius](#) on Mon, 24 Nov 2003 20:14:02 GMT

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I dont know if this will work for your model, but when my guard towers would act gay, i would copy all the settings from the nod turret that needed changing and that would fix the problem with its rotating capabilities.

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Posted by [YSLMuffins](#) on Tue, 25 Nov 2003 07:25:56 GMT

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I think your answer might be found in the settings for the Nod Turret--I can't remember the last time when the Turret barrel was lowered towards the ground when idle.

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Subject: Little Problem I Need To Fix

Posted by [Sanada78](#) on Tue, 25 Nov 2003 21:12:44 GMT

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I'll give it a try with the Nod Turret settings, if it don't work, I'll just leave it.

Thanks for your help.

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