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Subject: This has probably been asked loads of times, but...

Posted by [Anonymous](#) on Sat, 20 Apr 2002 14:11:00 GMT

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Use -1000 Destroy\_Object #Make the # to same as the mobile artillery, this will make it so you can drive the mobile turret for a while, but so you can't use it to attack, just defence. When the mobile artillery explodes, the turret will hover there. And make sure the mobile artillery and turret are using a different ID. I made a script mod before mod tools came out doing this.. And 1300 frames will make it so you can get the mobile artillery about half-way up the hill on field.

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