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Subject: Those Handy Extra Turrets...

Posted by [Burn](#) on Mon, 13 Dec 2004 21:30:26 GMT

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Everyone is familiar with the map C&C\_Glacier\_Flying right? Well, in the GDI base there are some extra turrets that shoot in other areas of the base.

Since the base locations on my map have multiple entrances to either base, I'd like to give the user a bit more protection. Can someone direct me to a tutorial link that describes how I am to set up these extra turrets for the GDI please? And, for the regular NOD turrets for that matter.

Help is appreciated- as always. Thanks.

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