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Subject: Gun Towers, Turrets and Tiberium Silos  
Posted by [Sanada78](#) on Sun, 20 Apr 2003 22:20:09 GMT  
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I have noticed on some maps including ACK's that when a Gun Tower, Turret or Tiberium Silo get destroyed they completely blow up and disappear. I have noticed also that there are Gmax models of the Tiberium Silo and Turret. Do they get put in Level edit or Gmax? I asked this because I'm just curious how the models disappear unless of course they're put in at the Level edit stage. I just won't to know before I enter the level edit stage as it's a pain to have to go back to Gmax once some work has been done in Level Edit.

with them, thanks.