
Subject: Re: AGT machine guns 'Out Of Line'
Posted by [jonwil](#) on Thu, 20 Apr 2006 04:06:21 GMT
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Sorry to bump such an old thread but I want to let people know that I will be making a script for scripts.dll 2.7 that will let you move the guns and missile around. Essentially, its a clone of M00_Advanced_Guard_Tower much like JFW_Advanced_Guard_Tower. But, unlike JFW_Advanced_Guard_Tower, it will use M00_Advanced_Guard_Tower_Missile and M00_Advanced_Guard_Tower_Gun (instead of the JFW versions) which should solve the bugs (I will also tripple check it to make sure that it is correct). The other change is that it will let you specify the position of the 4 guns and the missile relative to the AGT building controler location.
