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; \*\*\*\*\* [Script Name] MDB\_Base\_Defense\_Popup

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[Description]

- Base defense script designed to "hide" underground and then popup to attack enemies when they come within range.  
Attacks all units.

[Parameters]

- MaxAttackDistance: Maximum range of the weapon this base defense uses.
- ReturnTime: How long the base defense should stay above ground after it last attacked something.
- Animation: The animation of the base defense going from underground to above ground. The first frame(0) should be the base defense completely underground.  
The last frame should be the base defense completely above ground, ready to attack.
- LastFrame: The last frame of the animation.
- Sensor\_Preset: When your base defense is underground it cannot see units above ground, therefore it needs a "Sensor" object above ground which spots units for it.  
This should be an exact copy of your base defense preset, except with it's model set to NULL and ALL scripts removed from it.
- Sensor\_Creation\_Bone: Bone to create the Sensor object at. This bone should always be above ground(aka not part of the animation) and should be at about the height of the muzzle bone.
- Sound: Sound preset to play when the base defense goes from underground to above ground, or vice versa.
- Adjust\_Aim\_For\_Infantry: Normally base defense aim at the head of infantry. With some types of weapons, like shells or lasers, this greatly decreases their accuracy. If this is set to 1 the base defense will instead aim at the feet of the infantry.

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; \*\*\*\*\* [Script Name] MDB\_Base\_Defense\_Popup\_No\_VTOL

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[Description]

- Base defense script designed to "hide" underground and then popup to attack enemies when they come within range.  
Attacks all ground units.

[Parameters]

- MaxAttackDistance: Maximum range of the weapon this base defense uses.
- ReturnTime: How long the base defense should stay above ground after it last attacked something.
- Animation: The animation of the base defense going from underground to above ground. The first frame(0) should be the base defense completely underground.  
The last frame should be the base defense completely above ground, ready to attack.
- LastFrame: The last frame of the animation.
- Sensor\_Preset: When your base defense is underground it cannot see units above ground, therefore it needs a "Sensor" object above ground which spots units for it.  
This should be an exact copy of your base defense preset, except with it's model set to NULL and ALL scripts removed from it.
- Sensor\_Creation\_Bone: Bone to create the Sensor object at. This bone should always be above ground(aka not part of the animation) and should be at about the height of the muzzle bone.
- Sound: Sound preset to play when the base defense goes from underground to above ground, or vise versa.
- Adjust\_Aim\_For\_Infantry: Normally base defense aim at the head of infantry. With some types of weapons, like shells or lasers, this greatly decreases their accuracy. If this is set to 1 the base defense will instead aim at the feet of the infantry.

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; \*\*\*\*\* [Script Name] MDB\_Base\_Defense\_Popup\_VTOL\_Only

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[Description]

- Base defense script designed to "hide" underground and then popup to attack enemies when they come within range.  
Attacks only VTOL units.

[Parameters]

- MaxAttackDistance: Maximum range of the weapon this base defense uses.
- ReturnTime: How long the base defense should stay above ground after it last attacked something.
- Animation: The animation of the base defense going from underground to above ground. The first frame(0) should be the base defense completely underground.  
The last frame should be the base defense completely above ground, ready to attack.
- LastFrame: The last frame of the animation.
- Sensor\_Preset: When your base defense is underground it cannot see units above ground, therefore it needs a "Sensor" object above ground which spots units for it.  
This should be an exact copy of your base defense preset, except with it's model set to NULL and ALL scripts removed from it.
- Sensor\_Creation\_Bone: Bone to create the Sensor object at. This bone should always be above ground(aka not part of the animation) and should be at about the height of the muzzle bone.
- Sound: Sound preset to play when the base defense goes from underground to above ground, or vise versa.