
Subject: Base defenses

Posted by [sycar](#) on Fri, 09 Jun 2006 00:35:46 GMT

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Hi guys, ive modded a fair few maps for my server and the ones without defenses ive modded in guard towers and turrets. However the other day i had to reinstall level edit and i forgot to backup the conv10.cdb file so lost all my temp spawners.

After recreating them and selecting which presets i wanted replaced with what my guard towers/turrets no longer fire. When i say no longer fire, on the guard towers if you stand about half a meter away from them without moving in the end they're fire a shot, but the turrets do nothing. Im using script jfw_base_defense and everything worked fine before.

Any ideas what might be making this happen?

Thanks buffymaniack!
