Subject: Defence problem.
Posted by Spetz5 on Sat, 02 Sep 2006 14:49:45 GMT

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For some strange reason, Whenever I make a map, My defences Always miss their first shot, with the exception of the AGT. The obelisk will always charge, and shoot a random spot on the ground, and then attack the enemy. The turrets arn't as bad, they fire were their looking once ur in range, then they will turn and attack you. Lasrly, the guard towers do the same as the Turrets. I'm running the scripts that were included in black intel's "Turret lag fix V2"