Subject: Re: Extra things in LE Posted by Jerad2142 on Tue, 10 Oct 2006 13:58:45 GMT View Forum Message <> Reply to Message

First off you use the "RA\_Base\_Defense\_Simple" script on the turret (It gives you the most options [Excluding attack time] and plus it gives you the AI option to aim at infantry's feet).

Then to make the turret give damage reports you have to make new strings and make sure any sound preset it is attached to has a .wav file attached to that. And make absolutely sure that you make your own new strings, because probably what you are doing is attaching a sound to the name of the same site and then the game would try to play the sound when ever the name is displayed (It always is so it would crash the game).

Then you just open the turret/sam site and put the strings in. Here is an example of what I mean:

File Attachments
1) Damage Report.png, downloaded 271 times

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