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Subject: Re: Extra things in LE

Posted by [Jerad2142](#) on Tue, 10 Oct 2006 13:58:45 GMT

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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:

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#### File Attachments

1) [Damage Report.png](#), downloaded 432 times

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# Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Presets

## Edit object

General Physics Model Settings Dependencies Scripts Transitions

SightDownMuzzle

VehicleNameID

NumSect

GDIIDamageReportID

NodDamageReportID

GDIIDestroyReportID

NodDestroyReportID

OK

Cancel

OK & Propagate...

Obsolete deform chunk encountered in mesh: .DUMMY  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Old Mods\characters\havoc\FullMoon.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Old Mods\characters\FullMoon.tga

Ready

Camera (0.00,0.00,80.00)



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