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Subject: The Advanced Guard tower

Posted by [R315r4z0r](#) on Fri, 13 Oct 2006 02:20:44 GMT

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OK, I can't believe I am making a topic on this, but it is acting retarded.. and I need help.

Ok, Setting up the advanced guard tower building controller.

I haven't made an AOW map in a while, and I havn't set up many AGTs... so this is what happend

I was setting the base controllers up, barr, hand, ref, pp, ect.

I forgot how to do the ob and the AGT, so I found ACK's map making tutorial, looked it up in the figures.

And I did the obelisk, no problem.

Then I miss-read the AGT, and I DID rotate the controller. And ingame, the guns were in like mid air in like a diamond shape around the building.

So I check the figure again, and noticed it said NOT to rotate the controller "oops"

So I delete the controller, and place a new one. I export it, then go ingame. Now the building isn't targetable, and there are 2 sets of guns in the same place...

What is up? How can I fix it?

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