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Subject: Re: agt multiguns?

Posted by [crazfulla](#) on Mon, 06 Nov 2006 10:40:54 GMT

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The 4 guns are spawned in Renegade, "so" far along the X Y and Z axis from the controller, and when the building is destroyed they stop shooting. They are not part of the AGT itself, but separate 'mounted vehicles' which are protected by the blammo skin and made not targetable. Note, this is why blammokiller hacks allow players to destroy these guns. Also it makes no difference if you rotate the building controller in Level Edit, the guns wont move. Frequent problem for newbs that (I had it too).

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