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Subject: Re: How to...

Posted by [danpaul88](#) on Mon, 20 Nov 2006 22:56:24 GMT

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true, but it might be a mod without C4...

I once temped the C4 for a test pkg so you could lob it all the way from your base to the enemy base, just for a laugh. Anyway...

If your doing turret spawning, you might want to consider 0 damage weapons, so when the player shoots themselves with it the Damaged event triggers a turret to spawn at their feet, and then moves them out the way, or something. That way you could have a few different weapon presets for different types of turrets.

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