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Subject: create a sub-base defence?

Posted by [jnz](#) on Sat, 23 Dec 2006 04:22:42 GMT

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im sorry for all the questions (don't worry, it will pay off)

i need to know (script wise) how to create a sub base defence that operates for the team. like for nod you get the turrets.

i have seen this on some server and would like to know how to do it myself, i want the turret/gaurd tower to drop where the player is standing. i just need to know how ot do it. i assume it would be

```
GameObject *Create_Building(const char *preset,const Vector3 & Position);
```

but thats all i know.

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