
Subject: JFW_Building_Gun

Posted by [YSLMuffins](#) on Tue, 10 Jun 2003 22:29:52 GMT

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Hmmm, still no luck.

JFW_Building_Gun doesn't have any place to put any sort of "ID", just weapon. I thought the readme said to use a "vehicle."

Havoc, would you be so kind as to list step by step what I should do?

I have the script directly attached to the building controller preset and I attached the Death_Custom script to the power plant controller after making it on the map.

Building_Gun script is so far as follows:

Disable_Custom: 5

Position: X, 1; Y, 1; Z, 20

Weapon: Weapon_MobileArtillery_Cannon_Player

Visible: 0

Min_Range: 5

Max_Range: 200
