
Subject: JFW_Building_Gun

Posted by [YSLMuffins](#) on Wed, 11 Jun 2003 03:13:42 GMT

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Darn it! I have no idea why it stopped working. At first, using _Building_Gun worked--it would spawn the vehicle but it would just sit there. Then I attached the Base defense script to the vehicle, and then it would fire. Now it just stopped working.

Manually placing the vehicle would work. Destroying the building would send the message and disable the vehicle, but destroying the power plant wouldn't work unless you specify a different parameter in the Death_Send_Custom script on the power plant controller. :-\

Dandy though, it works fine now, except I hope I can reproduce this next time for the final product.
