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Subject: Cannon Implacment, Gun Implacment, Rocket Implacment.

Posted by [JasonKnight](#) on Fri, 20 Apr 2007 05:00:09 GMT

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Ok, I know and understand how to impliment them. I know how to turn them into having an AI. so they automaticvally shoot there opponites.

But I have 1 problem with them. Once I go to put the amount of people that can enter them to Zero, they no longer show up on the map. They still shoot but they do not visibly show up, nor can you target them.

I want to be able to implement them into the map as base defences. but I do not want anyone to be able to enter them. becuase if someone enters them, there AI goes away and then will not shoot the opposing team automatically.

1 way I can prevent this is to put them on buildings where no one can get to them. but on some maps that just wont work good...

if anyone can help that would be great. Jonwil, if there is a script that can make the implacements belive there is someone in them but actually there isn't that would work too, cause then no one else would be able to enter and then in theory should still have their AI.

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