
Subject: Re: Nod Turret Shell

Posted by [Brandon](#) on Thu, 21 Jun 2007 04:03:13 GMT

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Reborn wrote on Mon, 18 June 2007 13:48 YuriVA777 wrote on Mon, 18 June 2007 14:30 When you destroy a Nod Turret it leaves behind that annoying shell, how do you make it to where it doesn't leave behind a shell? If that's not possible then is it possible to make it to where you can blow up the shell (by destroying it too)? Or is it possible that you could replace the destroyed shell with an invisible object that doesn't affect where you move and all etc? If none of this crap is possible then I'll have to use JFW_Disable_Physical_Collison -.-

Erm, add this "if (strstr(Commands->Get_Preset_Name(obj),"deadturretpresetname")) {
Commands->Destroy_Object(obj);" to M00_disable_transition::created, so it would read like this:

```
void M00_Disable_Transition::Created(GameObject *obj){  
  
if (strstr(Commands->Get_Preset_Name(obj),"deadturretpresetname")) {  
    Commands->Destroy_Object(obj);  
}
```

That should just destroy the turret immediately when created. However there are other turrets that are not hard coded to spawn the dead one when they are destroyed.

Umm... I tried the scripts and dependencies but it didn't work server side so Reborn, what exactly do I add this to?
