alz45 wrote on Fri, 13 July 2007 18:11wittebolx wrote on Fri, 13 July 2007 07:52alz45 wrote on Fri, 13 July 2007 06:51Big_Gun_Phat (Shore Defence Cannon)
M06_Tailgun  (Tail Gun)
M11_Nod_Ceiling_Gun (Ceiling gun from M11)
MX0_Nod_Obelisk (Just a ceiling gun firing the obelisk ray)
M04_LargeSam_Site (The massive SamSite from M04)
Nod_Turret (What they use in all mission maps (The weak one))


M11_Nod_Ceiling_Gun (Ceiling gun from M11)
using this is an instant Kill for all GDI, it fires 1 beam and it kills a harvester in 1 sec etc :S

Big_Gun_Phat (Shore Defence Cannon)
this preset crashes the game.

but thx for the presets, i just need to figure out why the M11_Nod_Ceiling_Gun can not be killed and need to reduce the fire power. and for the M04_LargeSam_Site the same, it cant be killed and also need to reduce the fire power




The Big_Gun_Phat doesn't crash the game as i have it working on my server... And the M11_Nod_Ceiling_Gun is the special ceiling gun from M11, with the lazer beam..

i know what the guns do and whats they are...
this was not my question, and why the Big Gun is crashing my server, is because of the client scripts that are used at the moment, i figured that out.
but anyway thx for the info