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Subject: The scripts

Posted by [bat66wat6](#) on Wed, 26 Sep 2007 17:37:19 GMT

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I want to for example make a basic GDI\_Guard\_Tower (The wooden ones). So i place it on the map where i want etc, load up the map after exporting Mod etc play the modded map and BOOM, there is the Guard Tower just as i placed it all in order  
But it does not shoot e.g attack enemy targets in range!

I know it has something to do with the scripts i have read into it, i am no pro but i know i need M00\_Base\_Defense script or something like that, but when i double click on the object in levelEDIT and go to "scripts, Add" the drop down list of "Type" scripts has nothing there someone please explain why?

Remember i am a newcomer to Modding so please be pretty basic in your instructions.

Below is a SS of the problem, thank you 4 taking time to read this...

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### File Attachments

1) [Invisible Scripts.doc](#), downloaded 181 times

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