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Subject: Brenbot.dll (basedefences)

Posted by [RidoYugo](#) on Wed, 02 Jan 2008 12:40:00 GMT

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Hello,

I have a question.

I use brenbot 1.52 with the plugin brenbot.dll

That file (brenbot.dll) include rebuildable base defences.

But now i have a question.

In the config file there are only Guard Towers, Turret & GunEmplacements.

But when i make with Leveledit base defences the script works to.

But only for that 3 base defences. (Guard Towers, Turret & GunEmplacements.)

But when i make a Nod Ceiling Gun the script works to, for drop a cd. But if you walk over you do nothing.

How can i remake the script that i can rebuy the Nod Ceiling Guns to. Because it drops now a cd but it don't do something.

thnx

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