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Subject: Re: AI Base Defenses

Posted by [ErroR](#) on Wed, 20 May 2009 08:52:45 GMT

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Burn wrote on Wed, 20 May 2009 04:52: Is there a way to make the turrets belong to GDI and then make the Nod player purchase a character with a script attached that makes them seem like a GDI unit so the turrets won't fire at them?

For example, you can attach a script to any character, I think it's called M06\_Civ\_Prisoner, and either side can buy that character and no one will shoot at you, not even the base defenses. Is there a script that will do something like that except for GDI and make it so the mutants shoot at me?

mutants are on team mutant, which shoots everybody, except mutants of course

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