

---

Subject: Destroyed Turret

Posted by [Aircraftkiller](#) on Tue, 26 Aug 2003 03:46:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Err, no, that'd be the wrong script.

Create the Turret preset on the level. Make sure to use the MP\_Nod\_Turret\_Improved preset, considering it does better damage and tracks enemies better.

Open its properties by clicking on it twice. Go to the scripts tab. Add the M00\_Nod\_Turret script to it.

After doing that, add M00\_Base\_Defense to it.

Place the Turret where you want it to be. After doing that, right click while the Turret has a selection bracket around it and move the new clone of the Turret to another portion of the level, and so forth.

---