

---

Subject: Re: defenses fire at each other  
Posted by [jonwil](#) on Wed, 25 Apr 2012 14:27:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

```
Try
if (Get_Vehicle_Mode(obj) == VEHICLE_TYPE_TURRET)
{
    //blah
}
```

You will need to #include "VehicleGameObjDef.h"

---