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Subject: Re: deployable turrets

Posted by [triattack](#) on Wed, 08 Jan 2014 11:46:56 GMT

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what you could do is attach a create object script to the beacon so once the beacon is created it spawns a turret or brings in a turret using cinematics depends on what you want.

another option would be is to make a beacon with the model of the turret and deploy that this might need some testing as in how it looks etc. once the turret has been placed the best thing to do then is destroy the "beacon turret" and create a new turret with the basedefence script.

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