
Subject: Re: making turrets destroyable by team
Posted by [Stallion](#) on Sat, 11 Jan 2014 16:35:46 GMT
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danpaul88 wrote on Sat, 11 January 2014 08:16 Only easy way I know of is to make them neutral but then they'd either attack both teams or neither depending on the scripts you use.

bored much? I thought of that, but for the reasons you put I'm still here asking.

Is there a way to have it still be useful by the team yet able to be destroyed by the team? (i.e. a script perhaps?)

How do servers deal with badly placed turrets?
