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Subject: Re: base defense aim

Posted by [Stallion](#) on Tue, 11 Mar 2014 16:31:32 GMT

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I used a model from (if i remember correctly) the beta assets that were fixed and added to for the laser turrets, and haven't made my own (yet). I changed the z offset in l.e. before I posted this.

The grass is just there as a tank blocker that can be destroyed and is a buildable object, so I don't think it's a "smart" object, but how could i tell?

edit: I just checked the laser turret in gmax and it seems the barrel and muzzle are in 2 different positions (z height and other)...

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