
Subject: Re: base defense aim

Posted by [Stallion](#) on Wed, 12 Mar 2014 15:46:52 GMT

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I got help from imperial since he used those same laser turrets in one of his maps and now I'm using one of the custom scripts instead of M00_base_defense so yes I have to have splash damage so they will hit soldiers (nearly) every time, but they do work (and better than the GDI turrets atm).

How do I know if my deployable grass is smart or simple? (I personally would think it's simple, after all, it doesn't shoot or anything just sits there and blocks tanks)
