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Subject: New turret I want to make

Posted by [Aircraftkiller](#) on Sat, 01 Nov 2003 03:57:23 GMT

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1. It's Nod, not NOD.

2. There are more than three bones in a base defense vehicle.

3. You can't make it "functional" in that sense. Either it has a turret or it doesn't, no shutters are involved.

4. You need to actually make a level, make it worth playing, before you go adding all this stupid crap that most newbie level designers want in.

"But I want Tiberium lasers that shoot dogs into people's crotch!"

It won't matter if you don't have the skill required to make it fun to play on and have it look good, at the same time.

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