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Subject: RenAlert Teslacoil

Posted by [NeoSaber](#) on Sun, 29 Feb 2004 21:26:47 GMT

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The Tesla Coil does not use the script RA\_Soviet\_Tesla\_Coil. You need to attach the script JFW\_Building\_Gun to the building controller of the Tesla Coil. The settings are as follows:

Disable Custom: 25

Position: X=0.0, Y=0.0, Z=1.0

Weapon: Soviet\_Tesla

Visible: 0

Min\_Range: 0

Max\_Range: 0 (The max range needs to be 0, so that the weapon will use its own max range values, some sort of flaw prevents the Tesla Coil from firing if you try to set the Range values here)

The placement of the Tesla Coil Controller is like this:

Hopefully by v0.993 I'll be able to setup the controller so you don't have to add the script yourself. For debugging reasons I kept it like this for v0.992

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