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Subject: Manual turrets, and defensive structures.  
Posted by [KIRBY098](#) on Tue, 13 Jul 2004 16:26:47 GMT  
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Has there been any discussion as to adding these to existing maps?

The potential to spice up existing maps while reducing the design process would be an enticement to me. A map like Field could benefit from this greatly, as well as one like canyon.

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Subject: Manual turrets, and defensive structures.  
Posted by [SuperFlyingEngi](#) on Tue, 13 Jul 2004 18:23:54 GMT  
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You could make a really awesome map if you have one side trying to capture the other's entrenched base. You could have it be an uphill battle, with tank holes and many bunkers going up the mountain, and people-controlled turrets would add to this quite a bit. Some day, I'm going to learn how to make Renegade maps and put this together.

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Subject: Manual turrets, and defensive structures.  
Posted by [Jaspah](#) on Tue, 13 Jul 2004 21:11:24 GMT  
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I suppose it is possible. Someone could make a model of a machine gun behind a couple of sandbags and make it neutral. Then use Jonwil's scripts to make the player visible.

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Subject: Manual turrets, and defensive structures.  
Posted by [Blazer](#) on Wed, 14 Jul 2004 05:01:48 GMT  
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There are player-controlled turrets in many maps, like Glacier-Flying. As for putting them on existing maps, its possible to spawn defenses into existing maps, the BC servers do it.

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Subject: Manual turrets, and defensive structures.  
Posted by [flyingfox](#) on Wed, 14 Jul 2004 13:23:51 GMT  
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What about spawning an Obelisk or Adv Guard Tower at a set point via a command? Or does the "rebuy" option work on those too?

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Subject: Manual turrets, and defensive structures.

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Posted by [KIRBY098](#) on Wed, 14 Jul 2004 13:28:20 GMT

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I was thinking lower key, like Blazer is talking.

Just something to spice things up, and force tactics to change from the standard rush, and win in five minutes.

I rarely see co-ordinated attacks based on real tactics used. When they are it is an amazing thing, and forces the opposing force to upgrade thier tactics to break the stalemate.

The rush uses no skill.

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Subject: Manual turrets, and defensive structures.

Posted by [flyingfox](#) on Wed, 14 Jul 2004 13:36:29 GMT

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Well, I don't think lower key defences would be enough on smaller levels. Using your example on C&C Canyon, flame tanks could and would still be rolling in to the GDI's base, guard towers or no guard towers. But, if you had an advanced guard tower..

I think the level is a bit too small for those extremeties though. But guard towers also prevent stealth black hand from getting in, and on the BC servers, the enemy team has an easy time buying back their guard towers when your team is losing, making the odds of you getting back into the game go from 10% to 5. But, if we were to have one-time only defences, that would be good.

Also also, not "superduper" turrets that fire a shell every 3 seconds and track you like your mother tracks you when you've been doing drugs. Just the weaker ones found on the field and under levels, and the same would go for guard towers.

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Subject: Manual turrets, and defensive structures.

Posted by [KIRBY098](#) on Wed, 14 Jul 2004 13:43:42 GMT

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I see your point.

Counter tactics can't be substituted for by AGT's and Obelisks though. My personal beleif is that the maps with no defenses were created that way to force changes in tactics from relying on defenses too much, and using infantry more.

A manual turret like the one in Glacier, or a small laser turret would just create enough of a balance offset to force a tactic change, while not actually re-creating the map per se.

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Subject: Manual turrets, and defensive structures.

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Posted by [flyingfox](#) on Wed, 14 Jul 2004 13:52:38 GMT

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I'd say your belief is a definite.

And a laser turret sounds awesome. Perhaps someone could model a whole new defence for it, give it the same building controller as a guard tower but instead make it fire laser charges with the warhead from the laser rifle.

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