
Subject: Guard Towers again...

Posted by [Sunwise](#) on Mon, 10 Jan 2005 14:38:17 GMT

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This may seem a bit standard by now so i will keep it short.

I have got problems with my guard towers i made one for nod and one for gdi. I have used the scripts needed to make them work but!!

Why do they only shoot me when they feel like it????

Please help as i am getting pretty anoyed with it now and i have try lots of settings like. Ammo clip size (as i created my own weapon for it) max burst etc. Name a few things that you peeps could think it is as i have tried everything i know (which is only a bit)

Cheers for any tips Sunwise...

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Posted by [laeubi](#) on Mon, 10 Jan 2005 18:53:05 GMT

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Maximum Range of the weapon...?

Maybe a mesh is in the way off the cannon?

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Posted by [Sunwise](#) on Tue, 11 Jan 2005 14:21:06 GMT

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good thought but this will get you even more confused now?

I increased the range to 500 as i would like them to shoot that far and its now working thank you.

But and a confusing one at that!

Why does only one guard tower fire and the others can't be bothered is it to much to handle or what? Im using islands and put two guard towers either side of the entrances to the base and ceilings guns in the tunnels!!!

The ceiling guns shoot well but only briefly(max burst set to 999/-1 tried both). They stop shooting after the first shot and only one guard tower works on the map? I am using the following scripts and settings....

M00_base_Defence -1,-1,0

M00_advance_guard_tower_gun

M00_building_explode_no_damage_dak

I am using an object then the building to control it?? Could this be a confusing matter for the ren engine??

I thought that the scripts did all the work i was wrong :rolleyes:

Cheers Sunwise

Subject: Guard Towers again...

Posted by [Slash0x](#) on Wed, 12 Jan 2005 23:39:56 GMT

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Most of those scripts should be already applied to the object preset. You should have to add the scripts to the objects that are inserted into the level. Plus I know that some scripts have a bigger prioty than others, so it could cause a conflict or something.

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Posted by [laeubi](#) on Thu, 13 Jan 2005 11:16:52 GMT

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ANd you should not setup the values for the basedefense to -1 what infinite means for Renegade. So it means the Ceiling guns wil aim and fire at objects that are a way too far for them..... And because there are meshes the might aim at a building or something all the time but cannot shoot because the mesh is in the wa, and so the don't shoot at anything else at all.

<http://renhelp.co.uk/?faq=15#15>

Quote:How do I make the ceiling guns act like the ones in SP?

Attach the following scripts to the CnC_GDI_Ceiling_Gun:

Scripts:

M00_Base_Defense

RMV_Camera_Behavior

you can also add m05_nod_gun_emplacement and the gdi guns shoot nod and the nod guns shoot gdi

Subject: Guard Towers again...

Posted by [Sunwise](#) on Sat, 15 Jan 2005 23:35:08 GMT

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cheers peeps for your help. They work well now i deleted the building and just put the scripts in the object and that worked. I also changed the values from -1 to a more sensiable distance :rolleyes:

well modding is a learning curve

Cheers Sunwise
