
Subject: Base defence

Posted by [ghost](#) on Sat, 03 Sep 2005 22:01:02 GMT

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I was remaking all my maps on most of my server too had more base defence (more turrents,gaurd towers,and gun emplacements)
and when everything was set and done i tried out my map but my turrents and towers arent firing...

Can someone tell me how to make the nod turrents and gdi gaurd towers work...

Subject: Re: Base defence

Posted by [ghost](#) on Wed, 07 Sep 2005 02:41:30 GMT

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does anyone how?

Subject: Re: Base defence

Posted by [Slash0x](#) on Wed, 07 Sep 2005 03:00:37 GMT

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Use the scripts. Most are with the m00_ prefix. If you are looking for something original, then they'd probably be under some other name.

Subject: Re: Base defence

Posted by [TEKNIK](#) on Wed, 07 Sep 2005 14:49:48 GMT

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You will find the building prwsets here, since you are making a map, temp them. You will now see a little blue house on the screen, on <http://renhelp.co.uk/> you will find a tutorial of where to place these in a building.

Subject: Re: Base defence

Posted by [bisen11](#) on Wed, 07 Sep 2005 16:17:32 GMT

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M00_Base_defense should work....

Subject: Re: Base defence

Posted by [Naamloos](#) on Wed, 07 Sep 2005 18:30:41 GMT

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Quote: -img-

You will find the building prwsets here, since you are making a map, temp them. You will now see a little blue house on the screen, on <http://renhelp.co.uk/> you will find a tutorial of where to place these in a building.

You don't need that for defenses, and you don't need to temp them for anything unless you edit them...

Dude#1 already sead it, to make defenses work all you need is that script...

Subject: Re: Base defence

Posted by [ghost](#) on Wed, 07 Sep 2005 23:38:11 GMT

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well all im doing is adding like 4 more turrents and gaurd towers on hourglass

so what do i have to do to make th GDI tower? and NOD turrent? like what would i click on? cause under munitions/weapons i see nod turrent and gdi tower so i jsut make those and add the little blue house but where would i put it?

also how would i save them? like C&C_hourglass.mix or C&C_hourglass.ddl ?? somethign like that?

Subject: Re: Base defence

Posted by [EA-DamageEverything](#) on Thu, 08 Sep 2005 02:49:26 GMT

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M01_Hunt_The_Player_JDG

M05_Nod_Gun_Emplacement

M06_Thunder_Unit

Subject: Re: Base defence

Posted by [ghost](#) on Fri, 09 Sep 2005 02:08:18 GMT

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ok so i make the map and when i play the terrian is missing...
i added C&C_hourglass.mix and ddl and isd or how?

Subject: Re: Base defence

Posted by [bisen11](#) on Fri, 09 Sep 2005 16:18:38 GMT

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EA-DamageEverything wrote on Wed, 07 September 2005 22:49M01_Hunt_The_Player_JDG

M05_Nod_Gun_Emplacement

M06_Thunder_Unit

M05 usually screws up GDI units. And M06 is usually for normal bots (soldiers) plus it spawns a Rocket launcher when the thing its attached to dies. and M01 is also for bots (soldiers/vehicles)...
