
Subject: Manual guard towers... plz hear me out
Posted by [Anonymous](#) on Sun, 22 Dec 2002 08:06:00 GMT
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Long time go when i was in xcc, i found some .wav files that never made it to the tutorial, they explained how u could go into a PT in the guard tower/ obelisk and control the laser/ quad machinbe guns or missile system, that obviously never made it into game, is it possible to put this into a mod?

Subject: Manual guard towers... plz hear me out
Posted by [Anonymous](#) on Sun, 22 Dec 2002 08:50:00 GMT
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That is possible. But you must bone the Obelisk, then add it as an turret (like the Nod turrets) and the add it in Leveledit. But hen MCT and PCTs will not work!

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Posted by [Anonymous](#) on Sun, 22 Dec 2002 13:03:00 GMT
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As far as I know only the normal guard towers and Nod turrets have been made controlable. If you want to see, play a game of C&C_Bunkers. I can't remember if thats the right name for the map, but I'm sure ACK will help if he looks at this topic.

Subject: Manual guard towers... plz hear me out
Posted by [Anonymous](#) on Sun, 22 Dec 2002 14:07:00 GMT
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Don't try this its not worth the time. Trust me. Cos If nobody is in the Building it is also possible that an enemy controls it! If you really like to mod, maybe you wanna join my team. Links? Look at my sign
