Subject: Base defenses not working
Posted by nodelites on Fri, 13 Jul 2007 21:40:54 GMT
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As the title says, I place turrets & towers in the map, and they dont fire at anything in renegade during play, even when they are shot. They are put to the correct sides and have working weapons.

I tried loading the finished version of Under and they still didnt work.

Even the agt and obby dont work.

Please help me if you can, i have many good defenses i want to put in my mod(etc pillboxes,flame towers, tesla turrets, etc.), and this is really hampering my maps.

Subject: Re: Base defenses not working
Posted by danpaul88 on Fri, 13 Jul 2007 22:25:12 GMT
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Create a folder called scripts in your LE mod folder and copy scripts.dll, scripts2.dll and bhs.dll into this folder. Then re-export your map.

Subject: Re: Base defenses not working
Posted by IronWarrior on Sat, 14 Jul 2007 00:22:47 GMT
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What he said. ^^

Make sure the AGT and OBI has Building controllers (little blue house things) in the correct spots.

The smaller defences will need the right scripts added, some of them might already have scripts added, you will have to check.

Subject: Re: Base defenses not working
Posted by AoBfrost on Sat, 14 Jul 2007 03:26:41 GMT
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If your adding turrets and towers, make sure you attach the script which makes it work properly or else they wont shoot at anything likr your agt and obby currently do.

Subject: Re: Base defenses not working
Posted by crazfulla on Mon, 16 Jul 2007 08:02:09 GMT

M00_Base_Defence

Should be attached to all Defence presets under the scripts tab.

Subject: Re: Base defenses not working
Posted by _SSnipe_ on Mon, 16 Jul 2007 20:57:15 GMT

crazfulla wrote on Mon, 16 July 2007 03:02M00_Base_Defence

Should be attached to all Defence presets under the scripts tab.

add that one to the turrents and guard towers?

Subject: Re: Base defenses not working
Posted by Tankkiller on Mon, 16 Jul 2007 21:51:41 GMT

yes.

Subject: Re: Base defenses not working
Posted by Genesis2001 on Tue, 17 Jul 2007 02:55:32 GMT

AoBfrost wrote on Fri, 13 July 2007 21:26If your adding turrets and towers, make sure you attach the script which makes it work properly or else they wont shoot at anything likr your agt and obby currently do.

Whenever I place turrets and guard towers on my maps, they work and I haven't attached any scripts to them.... :/

-MathK1LL

Subject: Re: Base defenses not working
Posted by SWNight on Tue, 17 Jul 2007 05:06:22 GMT

That's because you HAVE to attach M00_Base_Defence onto them!

Subject: Re: Base defenses not working
Posted by Slave on Tue, 17 Jul 2007 06:56:53 GMT
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re-read