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Subject: help with missile tower!!

Posted by [cncnick13](#) on Sun, 28 Oct 2007 14:24:20 GMT

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on lvl edit i added a gdi tower from original tower and changed weapon to agt missile but and put on lua but every time i type command for it i crash!!!!

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Subject: Re: help with missile tower!!

Posted by [mr£ÄŞÄ-z](#) on Sun, 28 Oct 2007 14:27:21 GMT

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you added a new preset? lua dont read added/temped presets...

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Subject: Re: help with missile tower!!

Posted by [cncnick13](#) on Sun, 28 Oct 2007 17:01:48 GMT

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ahh i see aww ok

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Subject: Re: help with missile tower!!

Posted by [Ethenal](#) on Sun, 28 Oct 2007 22:35:03 GMT

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MadRockz wrote on Sun, 28 October 2007 09:27you added a new preset? lua dont read added/temped presets...

Yes it does...

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Subject: Re: help with missile tower!!

Posted by [cncnick13](#) on Sun, 28 Oct 2007 22:45:40 GMT

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how!!!plz help me

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Subject: Re: help with missile tower!!

Posted by [mr£ÄŞÄ-z](#) on Sun, 28 Oct 2007 23:03:23 GMT

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i see... why there appears nothing?

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Subject: Re: help with missile tower!!

Posted by [Jerad2142](#) on Mon, 29 Oct 2007 14:58:40 GMT

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Do you mean you added the advanced guard tower, because if that is what you are saying it won't work. The advanced guard tower is 6 parts, 4 Ceiling guns, 1 missile launching system, terrain preset, and a building controller. So it won't work if you do try to add it with a command, as that type of building has to be preexisting. If its the normal guard tower, which renegade never uses, make sure the 3d model is correct and weapon presets are correct.

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Subject: Re: help with missile tower!!

Posted by [mr£Ä§Ä-z](#) on Mon, 29 Oct 2007 17:52:46 GMT

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CRASH!

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Subject: Re: help with missile tower!!

Posted by [cncnick13](#) on Mon, 29 Oct 2007 22:48:21 GMT

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yes the 3d model is correct and i just changed from tower machine gun to agt missile

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