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Subject: AI Base Defenses

Posted by [Burn](#) on Tue, 19 May 2009 20:07:20 GMT

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Hi guys! Long time no post!

I'm working on another map at the moment, and I am trying to create a turret that will shoot at mutants only (or a turret that will not shoot at GDI/Nod.) In the past I haven't discovered a way to do this but I am hoping with the release of some new scripts I might now be able to do this.

I did a little digging and found SUR\_Dep\_Turret, which is supposed to shoot at mutants only, but it doesn't seem to work for me.

Any suggestions? Please?

Thanks!

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Subject: Re: AI Base Defenses

Posted by [Burn](#) on Wed, 20 May 2009 01:52:50 GMT

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Is there a way to make the turrets belong to GDI and then make the Nod player purchase a character with a script attached that makes them seem like a GDI unit so the turrets wont fire at them?

For example, you can attach a script to any character, I think it's called M06\_Civ\_Prisoner, and either side can buy that character and no one will shoot at you, not even the base defenses. Is there a script that will do something like that except for GDI and make it so the mutants shoot at me?

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Subject: Re: AI Base Defenses

Posted by [ErroR](#) on Wed, 20 May 2009 08:52:45 GMT

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Burn wrote on Wed, 20 May 2009 04:52: Is there a way to make the turrets belong to GDI and then make the Nod player purchase a character with a script attached that makes them seem like a GDI unit so the turrets wont fire at them?

For example, you can attach a script to any character, I think it's called M06\_Civ\_Prisoner, and either side can buy that character and no one will shoot at you, not even the base defenses. Is there a script that will do something like that except for GDI and make it so the mutants shoot at me?

mutants are on team mutant, which shoots everybody, except mutants of course

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