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Subject: map questions

Posted by [Good-One-Driver](#) on Mon, 20 Aug 2012 06:27:12 GMT

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Okay I've seen on some maps you can place like secondary characters, for example secondary character for gunner on gdi I want to make a gdi sbh. I was wondering how to do this?

And how do I make turrets for gdi and nod work?

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Subject: Re: map questions

Posted by [Distrbd21](#) on Sat, 01 Sep 2012 23:19:41 GMT

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It's in the PT settings in LE.

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