
Subject: scripts question

Posted by [Stallion](#) on Sat, 11 Jan 2014 19:54:27 GMT

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I'm working on a way around noob teammates being able to team hamper with the deployable turrets and still have the collisions enabled for them.

I need either a way to allow a player to enter the turret and immediately get kicked out (i.e. a v_kick or eject script that plays when they enter it) or a script that simulates them having already entered the turret (so it'll fire on the enemy only but still be destroyable by teammates if it's badly placed).

If you have any ideas on scripts that might help or any other ideas feel free to post them.

Thanks
