
Subject: WHat does the script M03_Base_defense do ?

Posted by [TKperson](#) on Mon, 07 Apr 2003 02:20:36 GMT

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when i attatch it to a nod tank it jsut sits there when any buildign is being attcked

Subject: Base defe reply

Posted by [Garth8422](#) on Mon, 07 Apr 2003 02:25:23 GMT

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it is the script used to make something become AI base defense.
the AGT and OB have this script assigned to thier respective controllers.

to make a tank Base defense, use the script on the CnC_tank versions.
make sure the Sight range is far enough to see enemys.
and make sure the Script.dll file is in your modfolder/scripts folder.

it should work. I have used it many times on the Gun_mounts and Tanks

Subject: WHat does the script M03_Base_defense do ?

Posted by [General Havoc](#) on Mon, 07 Apr 2003 18:16:24 GMT

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You can also use GTH_User_Controllable_Base_Defence, It will allow you to drive the tank but will shoot the enemy when you get out on it's own. This script is normally used on gun emplacements that you want to be able to manually and AI control.

_General Havoc
