
Subject: Gun Towers, Turrets and Tiberium Silos
Posted by [Sanada78](#) on Sun, 20 Apr 2003 22:20:09 GMT

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I have noticed on some maps including ACK's that when a Gun Tower, Turret or Tiberium Silo get destroyed they completely blow up and disappear. I have noticed also that there are Gmax models of the Tiberium Silo and Turret. Do they get put in Level edit or Gmax? I asked this because I'm just curious how the models disappear unless of course they're put in at the Level edit stage. I just won't to know before I enter the level edit stage as it's a pain to have to go back to Gmax once some work has been done in Level Edit.

with them, thanks.

Subject: Gun Towers, Turrets and Tiberium Silos
Posted by [OrcaPilot26](#) on Sun, 20 Apr 2003 22:38:41 GMT

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They're not buildings, they're vehicles, thats why they explode when destroyed.

Subject: Gun Towers, Turrets and Tiberium Silos
Posted by [Sanada78](#) on Sun, 20 Apr 2003 23:44:43 GMT

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So do they get put in Level edit or Gmax?

Subject: well
Posted by [ohmybad](#) on Sun, 20 Apr 2003 23:52:16 GMT

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level editor

Subject: Gun Towers, Turrets and Tiberium Silos
Posted by [Sanada78](#) on Mon, 21 Apr 2003 16:47:52 GMT

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I can find the Gun Tower and Turret but not the Tiberium Silos. Can somebody tell me where there located?