
Subject: Destroyed Turret

Posted by [Sanada78](#) on Mon, 25 Aug 2003 22:01:16 GMT

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I'm trying to get the destroyed turret to appear when it has been destroyed. On a map such as Under, when the Turret is destroyed, a destroyed one appears. I saw in level edit that the standard Turret had a dependency "v_nod_turret_d.w3d". I tried it in game and destroyed it but nothing appeared. What do I have to do to get it to work?

Subject: Destroyed Turret

Posted by [Laser2150](#) on Mon, 25 Aug 2003 22:02:56 GMT

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Building controller version

import it into gmax and then add the controller into level edit.

try that.

Subject: Destroyed Turret

Posted by [Sanada78](#) on Mon, 25 Aug 2003 22:08:15 GMT

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Ah, I'll leave it for now if it requires that. Anyway, thanks.

Subject: Destroyed Turret

Posted by [NeoSaber](#) on Tue, 26 Aug 2003 00:15:36 GMT

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Attach the script, M01_TurretBeach_Turret_01_JDG to a turret. Then it should be replaced by the destroyed model when it blows up.

Subject: Destroyed Turret

Posted by [YSLMuffins](#) on Tue, 26 Aug 2003 03:03:41 GMT

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NeoSaberAttach the script, M01_TurretBeach_Turret_01_JDG to a turret. Then it should be replaced by the destroyed model when it blows up.

kiss I keep forgetting to ask ACK, but thanks anyway!!!

Subject: Destroyed Turret

Posted by [Aircraftkiller](#) on Tue, 26 Aug 2003 03:46:16 GMT

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Err, no, that'd be the wrong script.

Create the Turret preset on the level. Make sure to use the MP_Nod_Turret_Improved preset, considering it does better damage and tracks enemies better.

Open its properties by clicking on it twice. Go to the scripts tab. Add the M00_Nod_Turret script to it.

After doing that, add M00_Base_Defense to it.

Place the Turret where you want it to be. After doing that, right click while the Turret has a selection bracket around it and move the new clone of the Turret to another portion of the level, and so forth.

Subject: Destroyed Turret

Posted by [NeoSaber](#) on Tue, 26 Aug 2003 04:34:41 GMT

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I figured there was a better script, I probably should have noted that in my post.

M01_TurretBeach_Turret_01_JDG is what I used for SeasideCanyon, it seemed to serve the function well enough. What's the difference between the two scripts? They seem to do the same thing.

Subject: Destroyed Turret

Posted by [Aircraftkiller](#) on Tue, 26 Aug 2003 04:44:23 GMT

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All M00 scripts are pretty much meant for multiplayer, which is why you find them used in stock levels.

Like M00_Advanced_Guard_Tower, or M00_Nod_Obelisk, etc...

Subject: Destroyed Turret

Posted by [General Havoc](#) on Tue, 26 Aug 2003 13:23:50 GMT

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Yeah M01_TurretBeach_Turret_01_JDG is a script that is used on level 1 of singleplayer but it may appear on other ones.

M00 - Westwood - mainly multiplayer scripts - most of them work fine in multiplayer.

M01 to M11 -Westwood - Singleplayer scripts - a lot of these will work in multiplayer but some of

them don't or have little use for multiplayer.

GTH - Gregs scripts

TDA - Dante's Scripts

JFW - Jonathan Wilsons scripts

NHP - Namehunters scripts

SUR - Survivor mode scripts

Reborn - Reborn scripts

RA - RenAlert scripts

PDS - Test & debug scripts

Most of the script written by members of the community will work in multiplayer but you have to be careful. Any script involving "poke" (action button) will not function in multiplayer for the clients. This is also the same for sound scripts and some cinematic triggering ones. In theory all of these scripts should run fine without the client having the script.dll installed as long as they are not hosting.
