Subject: Guard Towers in my Glacier Flying map own you!
Posted by Anonymous on Mon, 09 Dec 2002 14:04:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by generalfox:[QBThat's because the turrets are more for anti vehicle then anti infantry. They were in TD and will always be.AGT/Gaurd Towers = Anti InfantryObelisk/Turrets = Anti VehicleIt's just to bad you can set in a script that the turrets puts important factors into effect before firing.1. Speed2. Direction of movement (if any)3. Size of vehicle/InfantryIf it did this you could probably have it predict where your going and shoot ahead of you.[/QB]I know the turrets and towers are designed to be effective against different targets, but due to the inaccuracy of the turrets, the towers rip infantry apart and also do more damage to vehicles than the turrets, because they don't miss.But that said, once they're gone, you don't have those problems...