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Subject: Re: Question:

Posted by [theplague](#) on Wed, 07 Jun 2006 22:28:45 GMT

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Make this a script and this code goes in the 'created' section, attach this script to your towers either by leveledit or detecting it using object hook: `Vector3 pos = Commands->Get_Positon(obj); pos.Z += 5; // Play around with this number until you get the right height Commands->Set_Position(obj, pos); // Done`

Object Hook Detection: `if (strcmp(Commands->Get_Preset_Name(obj),"preset of tower")) Attach_Script_Once(obj,"script name","");`

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