Subject: Re: deployable turrets
Posted by Stallion on Fri, 10 Jan 2014 21:37:23 GMT
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danpaul88 wrote on Wed, 08 January 2014 10:38If you disable physical collision vehicles will be able to drive through the turret. Or infantry could stand inside it and shoot it from inside. Just FYI You probably want some sort of timer to trigger it to actually make the turret after a delay, giving the beacon placer time to get away. Then make a kabloom zone after the timer which murders anyone unwise enough to stay under the turret as it was being placed and then spawn the turret itself.

I just got the basic deployable setup situated, so yeah, if I can figure out how to make this happen I will. If you have any tips on what scripts/how to, it would be appreciated.