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## Turret setup



If you just add a turret ([npc\\_turret\\_ceiling](#)) into your map, you might notice it going spaz. Turrets are very volatile and should be approached with extreme caution! Here's how to tame the savage beasts...

1.  
The circle base of a turret needs to be sitting slightly into a func\_brush (and only a func\_brush) with Solidity = Never Solid and Solid BSP = No.

2.  
Then, you need to place a logic\_auto entity with an output of:

```
OnMapSpawn
TurretName
Enable
```

Retrieved from "[http://www.dystopia-game.com/wiki/index.php?title=Turret\\_setup](http://www.dystopia-game.com/wiki/index.php?title=Turret_setup)"

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