



Npc turret ceiling



The correct title of this article is "npc_turret_ceiling". The initial letter is capitalised due to technical restrictions.

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Entity Description

A defensive turret that drops from the roof and rains the pain on enemies! Can't see people who're stealthed. Will only attack people who aren't on their team. Has heaps of inputs/outputs, so you can hack it from cyberspace & stuff.

Keyvalues

- *Team*
Set to Punks (2) or Corps (3). This is the team the turret will start on, and how it knows who to attack and who not to.

Flags

- *Thermal*
Allows the turret to track stealthed players as well as non-stealthed players
- *StartInactive*
Always use this, to activate automatically, use a logic_auto, or the turret will not work right

Inputs

- *Disable*
- *Enable*
- *Toggle*
- *SetTeamTouched*

Outputs

- *OnDeploy*
Probably triggers upon redeployment of turret after it's been shot down or disabled.
- *OnRetire*
Probably triggers upon 'death' of turret after it's been shot down or disabled.

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