
Subject: scripts.dll progress report

Posted by [Anonymous](#) on Wed, 22 Jan 2003 13:58:00 GMT

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Oooo ooh thank you! *kiss* With the JFW_Building_Gun & JFW_Building_Gun_Weapon scripts, you attach it to the building controller right? Or do the scripts work on "vehicle" objects, IE, turrets and such? And JFW_Building_Gun_Weapon works like the Obelisk (an invisible turret spawns and shoots stuff)? I will try testing it out later, but where does the turret spawn, if that's how it works?
