
Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Fri, 06 Dec 2002 08:00:00 GMT

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think....Really interesting theory..... how did you guys knew this would possibly work? Well, I focus more on text scripts. I'm trying to stress the power they have. While they look so basic (and sometimes can't do much or are a little messy), they can do EXTREMELY powerful things that nothing else (without C++ coding) could do. You can do effects, you can even add customization to your mod with these!As for figuring out attachment, well....it was one of those things I knew about all along but didn't know I knew about it.....just one of those things that it takes a memeber of the community to hit you in the head with it.....Actually I had first been wondering when another person wanted to attach a turret to an extras vehicle. It wasn't working and I didn't relise that it was actually those bones (or whichever part, I think it's the bones? lol! I forgot..) that the turret needed to be attached to.Anyway, it was basicly just a sheer ***** of luck that I ran into figuring this out I guess.
