
Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 07:23:00 GMT

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I have yet to get this to work (however, going to start again, I didn't think about this) but..... if you use a text script to make the chinook, might you spawn the bones and stuff that is used to attach a vehicle? And make the vehicle the gun?? Thus you can have the chinook play an animation or something (or if you want, let someone pilot) and the turret will stay stuck to the chinook. You'd have to wait (or make) for some scripts if you want to make it so you can buy the vehicle like this, though.Edit: Dang.....IT WORKS!!!! [December 06, 2002, 07:28: Message edited by: NameHunter]
