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Subject: Renegade Alert Allied Turret

Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 02:24:47 GMT

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Texture map probably took about four hours to do, on and off. 10 hours for the entire project.

Yes, it has to be that large. Stationary base defenses like turrets are generally a tank turret mounted on some kind of base where it can freely rotate and allow a crew to operate it.

The Turret has to be large enough to allow a crew to operate inside of it. If it's too small it ends up being too hard to target in-game, causing it to deal out too much damage for the damage it receives.

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