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Subject: Re: vehicle upgrades in mod.  
Posted by [Zion](#) on Fri, 09 Jun 2006 21:24:32 GMT  
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were going to have something like that in our mod, Apocalypse Rising but if you enter the IFV with a certain character the turret changes like it is in RA2, however, this is implemented with the passenger that enters the vehicle.

you will have to ask the team about what script they will use unless its going to be a new one that jonwil's making...

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