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Subject: turret planting error

Posted by [Stallion](#) on Sun, 18 Jun 2006 16:01:48 GMT

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I made a turret plant with a beacon, but it only plants the object (there's no animation). I've tried using different preset names, but the only thing that even plants the turret will only plant the nonanimated turret (the w3d of the turret). What am I missing or need to do to get it working? (I'm sure it's something stupid, but I've tried everything I can think of).

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