
Subject: Re: Deploy a tailgun/turret
Posted by [bisen11](#) on Sat, 15 Jul 2006 03:44:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.renegadecentral.com/tutorials.htm>

Follow My beacon drop tutorial.

Use this in the text cinematic file.

```
-400 Create_Real_Object, 4, "Nod_Turret_MP_Improved"  
-400 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
```

You can change Nod_Turret_MP_Improved to the preset name of the turret you want. And you can get rid of -400 Attach_Script, 4, "M05_Nod_Gun_Emplacement" if you already attached scripts to the turret to make it attack. Or if you don't want it to attack on its own then also get rid of it.
