
Subject: Re: Deploy a tailgun/turret
Posted by [IronWarrior](#) on Sat, 15 Jul 2006 10:40:47 GMT
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CodedRiceCracker wrote on Sat, 15 July 2006 04:18thanks guys. just what i was looking for

last few questions:

i got the part where -400 has something to do with timings. Is there a way to easily calculate from seconds to this?

secondly, does M05_Nod_Gun_Emplacement have the same effect as M00_Base_Defence?

At the settings of an object, what does weapon error do exactly?

5.000 for example.

Hmm dont know, I dont use them scripts, I prefer to use M10_Tank_Turret on any turrets/guns
