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Subject: Re: A few questions

Posted by [jnz](#) on Fri, 06 Apr 2007 21:18:57 GMT

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I would, for the turret (2) when the person deploys a beacon, it create a turret and disarmbs the beacon.

google for Microsoft Visual Studio

If you attach a script to the player, and use a fast running timer. You could create and move the turret.

I don't know about the duel weild, i think Jerad made a script for this?