
Subject: Re: ren modeling

Posted by [Genesis2001](#) on Fri, 29 Jun 2007 06:17:43 GMT

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RoShamBo wrote on Thu, 28 June 2007 12:54easy, but you need to know C++.

off topic

I'm starting to think that is all you know on how to answer questions

on topic

Erm, Don't got a clue what you're talking about...But it appears like you want something link an AI cannon emplacement that shoots players. You can achieve this by doing the beacon spawning thing mentioned in one of Reborn's (the person, not the mod) tutorials on RenHelp.Net.

-MathK1LL
