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Subject: Re: ren modeling

Posted by [Veyrdite](#) on Sat, 30 Jun 2007 07:55:42 GMT

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JFW\_Send\_object\_ID on turret in the presets tree, so whne it replaces the beacon it sends its id to the dave's arrow

JFW\_Attach\_Script\_Object on a daves arrow somewhere

dunno if it'll work, maybe some more scripts  
(Not sure if they are the exact names of the scripts)