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Subject: Turret conflict

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 06:24:51 GMT

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Is there an alternate way of making turrets work?

When I put a turret on my map, and play it in game, it doesn't shoot.

I have deduced that the problem is a conflict with the mod Renegade Resurrection. I don't know why, but if you are running the client version, the turrets don't work...

Is there an alternate way of getting turrets working?

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