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Subject: Rotatable MRLS

Posted by [bat66wat6](#) on Fri, 23 Nov 2007 20:44:07 GMT

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Okay right...i did a bit of Research myself here but i do not know how the guy did it.

I downloaded a version of C&C\_City\_Flying it's called "C&C\_City\_Flying\_Exp"

The turrett of the MRLS actually rotates around when you turn the camera like it should do!  
I would love to have this on my FDS if possible but more for my personnel LAN or Multiplayer  
Practice ends...

I looked around inside the C&C\_City\_Flying\_Exp.mix file using RenegadeEx. Hoping that i could  
find out where he made the changes necessary for the MRLS to rotate...

But no look->Inside the C&C\_City\_Flying\_Exp.mix looked like this  
(SS Below)

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