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Subject: Re: Rotatable MRLS

Posted by [bat66wat6](#) on Sat, 24 Nov 2007 21:10:32 GMT

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Yeah i tested and tested like mad till i got it just right for my server.

Now i havn't tried it server-side yet. There is some speculation it could crash the FDS. But i will try and see where i am with it.

I really hope it works though

P.S: It wasn't the .w3d model of the MRLS it was just the Weapon settings in LevelEDIT i had to change

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