
Subject: Player Controlled: Nod Turret

Posted by [The Elite Officer](#) on Fri, 30 Nov 2007 16:56:08 GMT

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Okay I was testing some stuff and I used Oblivion165's tutorial on poke buy and I found out how to make the turret dirvable.

You have to select

"Object--->Vehicle--->Mounted--->Nod_Turret--->Nod_Turret_MP--->Nod_Turret_MP_Improved "
then add a seat, remove M00_Disable_Transition script, add the proper transitions, then boom.
Export. Test. Have fun!

If you are doing it by poke buy then you would also need to add the script to the turret
"JFW_Disable_Physical_Collision" so when you place it, you don't get stuck on the inside of the turret.

This also works server side.
