
Subject: Re: Rotatable MRLS

Posted by [bat66wat6](#) on Sat, 01 Dec 2007 03:27:18 GMT

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okay i guess it works but i cannot confirm as when the WF goes to make the vehicle after i purchase it the vehicle appears for a split nano-second then explodes before i have any change of ever getting it!

Why does it do this?

I took the Nod_Flame_Tank_Player and Manually gave it all the details of the cnc_GDI_MRLS and modded it to have the rotating turret. Then i went into Global>Team Purchase Settings(Or was it Purchase Settings>?) then i replaced the Object for the MRLS from cnc_GDI_MRLS to Nod_FLame_Tank_Player.

And if you ask for whatever reason i did not mix the teams up. I also changed the Flame Tank to team GDI...
