Subject: Re: MRLS
Posted by EvilWhiteDragon on Fri, 01 Aug 2008 09:18:07 GMT

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I'm not sure what you mean with making the turrets turn as in some fan maps, but I do know that a certain bug in the turret script is fixed in TT. This can very well have the effect you tried to mention here. It'll allow the turret to actually hit anything, and it could be serverside even, but I'm not to sure about that.
We would need StealthEye in this topic for that.

Page 1 of 1 ---- Generated from   Command and Conquer: Renegade Official Forums