## Subject: Destroyed Turret
Posted by YSLMuffins on Tue, 26 Aug 2003 03:03:41 GMT

NeoSaberAttach the script, M01_TurretBeach_Turret_01_JDG to a turret. Then it should be replaced by the destroyed model when it blows up.

*kiss*  I keep forgetting to ask ACK, but thanks anyway!!!