
Subject: Destroyed Turret

Posted by [NeoSaber](#) on Tue, 26 Aug 2003 04:34:41 GMT

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I figured there was a better script, I probably should have noted that in my post.

M01_TurretBeach_Turret_01_JDG is what I used for SeasideCanyon, it seemed to serve the function well enough. What's the difference between the two scripts? They seem to do the same thing.
