
Subject: Re: just wondering : weaponbagclass
Posted by [Ethenal](#) on Tue, 13 Mar 2012 01:15:17 GMT
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robbyke wrote on Mon, 12 March 2012 13:27

i used in scripts 3.4.4 a samsite for defense,if the defense script was attached it shot scattering missiles at average range.

on TT however the sam site models only aim in a specific angle

Maybe this is me being logical but if you found such a thing (that is obviously a bug), maybe you should report it to the TT team instead of trying to make some odd workaround for it? Just a thought.
