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Subject: Re: LevelEdit Scripts after beta 4 update  
Posted by [jlhill17](#) on Wed, 14 Mar 2012 16:15:44 GMT  
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I did bone them myself. The missile turrets don't always hit properly. Near as I can tell the bones are set properly, but it usually just shoots under a ship that is hovering right in front of it. The base defenses in the 2nd pic can easily hit ground targets, but they also shoot under things in the air.

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