

---

Subject: Re: [REQUEST]Sound on turret rotate  
Posted by [Generalcamo](#) on Wed, 26 Dec 2012 00:37:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

test\_sam  
Type: Mounted AI Defense  
Scripts:  
ra2ven\_TurretSound  
Parameter:  
TurretSoundObj: SAM\_TURRET

SAM\_TURRET  
Type: Daves Arrow  
Scripts:  
RA2Ven\_TurretSoundObj  
Parameters  
RotationAngleLimit: 572957  
Rotate3dSound:Turret\_Sound  
Explosion\_Preset: Blamo\_Killer  
Time: 1.00  
Timer Number: 0  
Wav\_Length: 2.00  
Timer Number2: 0

---