
Subject: Re: [REQUEST]Sound on turret rotate
Posted by [Generalcamo](#) on Thu, 27 Dec 2012 01:44:40 GMT
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danpaul88 wrote on Wed, 26 December 2012 06:32 There's your problem. TimerNumber and TimerNumber2 must be >0 and different from each other.

Oh, and "RotationAngleLimit" doesn't do anything apparently. Good eh?

Tried that, it didn't work. Plus, the documentation specifically states not to set them unless you have other timers in your map, and you know exactly what you are doing.
