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Subject: New turret I want to make

Posted by [Cpo64](#) on Sun, 02 Nov 2003 22:22:49 GMT

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LaeubiCpo64LaeubiFor the animation thing...

Problem is, after the first shoot, it repeat the animation in a loop, even no way to stop that.

Unless it fires really slow. If it fires slow enough, it won't matter right?

It will loop... even if the turret STOPS to fire.

Okay then explain the Tailgun, it has an animation, and it stops when it stops firing.

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