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Subject: scripts.dll stuff

Posted by [\[REHT\]Spirit](#) on Thu, 15 Jan 2004 20:01:06 GMT

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Ah, ok. That's a bit trickier....actually that's a lot trickier. I think you can make an invisible AI turret, so that when you fire, you're justdamaging yourself, triggering an animation, and telling the turret to update to where your turret is pointing, and fire.

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