
Subject: Player Controlled: Nod Turret
Posted by [The Elite Officer](#) on Fri, 30 Nov 2007 16:56:08 GMT
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Okay I was testing some stuff and I used Oblivion165's tutorial on poke buy and I found out how to make the turret dirvable.

You have to select
"Object--->Vehicle--->Mounted--->Nod_Turret--->Nod_Turret_MP--->Nod_Turret_MP_Improved "
then add a seat, remove M00_Disable_Transition script, add the proper transitions, then boom.
Export. Test. Have fun!

If you are doing it by poke buy then you would also need to add the script to the turret
"JFW_Disable_Physical_Collision" so when you place it, you don't get stuck on the inside of the turret.

This also works server side.

Subject: Re: Player Controlled: Nod Turret
Posted by [crazfulla](#) on Sat, 01 Dec 2007 00:42:10 GMT
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Has been done before, but still

First example that springs to mind is C&C_Jungle

Subject: Re: Player Controlled: Nod Turret
Posted by [Veyrdite](#) on Sat, 01 Dec 2007 00:44:19 GMT
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How do you get a different camera?

Subject: Re: Player Controlled: Nod Turret
Posted by [crazfulla](#) on Sat, 01 Dec 2007 12:29:07 GMT
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Change the vehicle profile. The highest/widest camera is the ORCA so copy that one into the turret preset. I think.

Subject: Re: Player Controlled: Nod Turret
Posted by [Oblivion165](#) on Sat, 01 Dec 2007 15:47:12 GMT
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Reborn's tutorial on poke buy*
