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Subject: Rotatable MRLS Turret  
Posted by [Distrbd21](#) on Wed, 10 Jun 2009 05:54:47 GMT  
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I was wondering if it can rly be done on server side i'm done it before, but forgot how and read the tut on it but nothing.

If there has to be a clint patch how would i go about doing that?

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Subject: Re: Rotatable MRLS Turret  
Posted by [liquidv2](#) on Wed, 10 Jun 2009 07:29:23 GMT  
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Subject: Re: Rotatable MRLS Turret  
Posted by [Xena](#) on Wed, 10 Jun 2009 08:26:04 GMT  
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liquidv2 wrote on Wed, 10 June 2009 02:29...

that's a very usefull post

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Subject: Re: Rotatable MRLS Turret  
Posted by [ErroR](#) on Wed, 10 Jun 2009 09:00:49 GMT  
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i think it's all le, or just adding 1 bone in gmax, don't remember. there's nothing hard in the tutorial just do it step by step

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Subject: Re: Rotatable MRLS Turret  
Posted by [Gen\\_Blacky](#) on Wed, 10 Jun 2009 09:44:35 GMT  
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its done in le in the turn radius. As far as i know it cant be done serverside unless with a script.

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Subject: Re: Rotatable MRLS Turret

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Posted by [mrÅ£Ä§Ä-z](#) on Wed, 10 Jun 2009 13:31:20 GMT

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You could try to reexport the MRLS Model and put it in server data folder, thats how to make the BETA vehs work serverside. (The Medium Tank)

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Subject: Re: Rotatable MRLS Turret

Posted by [Gen\\_Blacky](#) on Wed, 10 Jun 2009 17:17:06 GMT

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madrackz wrote on Wed, 10 June 2009 15:31 You could try to reexport the MRLS Model and put it in server data folder, thats how to make the BETA vehs work serverside. (The Medium Tank)

that would not work because client needs the new model and you cant even do that in gmax. The turret bone is what controls the turret from rotating and is setup in le.

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Subject: Re: Rotatable MRLS Turret

Posted by [Distrbd21](#) on Thu, 11 Jun 2009 03:35:33 GMT

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I've tried this but can't get it to work right anyway thanks for your comments.

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Subject: Re: Rotatable MRLS Turret

Posted by [Xpert](#) on Fri, 12 Jun 2009 19:38:32 GMT

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It can't be done without client side modifications.

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Subject: Re: Rotatable MRLS Turret

Posted by [crazfulla](#) on Sat, 13 Jun 2009 05:21:39 GMT

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it needs to be setup in Level Edit that has been established.

Click EDIT on the medium tank preset and scroll down the settings tab until you find the turn radius settings. Copy andpaste them into the same box in the MRLS preset, which are ZERO by default. This is how I make it work on custom maps, although I have to make a temp of the MRLS. Im not sure if that works server side thogyuh. Give it a try. The change will be implimented in the objects file.

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