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Subject: Turret Help

Posted by [Anonymous](#) on Sat, 08 Feb 2003 22:26:00 GMT

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Uh, yeah. I was pretty bored so I made an ever so wonderful turret. I "borrowed" the Origin.00 Turret.00 Barrel.00 and MuzzleA.00 from the Single player Nod turret. I think i connected all of them together? Should I make the pyhsical, projectile, etc checked for the part of the turret that will actully be visable? I popped it in commando, but after loading it in Renegade, my mediam tank could push it around like a big ol' turret on ice getting pushed around by a mediam tank ( ). I couldnt target it, and it wouldnt shoot back either. My origin, turret,muzzle,and barrel are all inside a big sphere, you would think they would shoot out of it right? What should i doooooo?EDIT:I also grouped it all before i exported... [ February 08, 2003, 22:28: Message edited by: bigwig992 ]

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