
Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:59:00 GMT

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quote:Originally posted by Nodbugger: quote:Originally posted by NameHunter:It's 100% possible. With a little work I think you can even customize the positions of these new turrets. It's in a topic some pages back on attaching turrets to a chinook.its 100% impossible to have more than one turret on a vehicle. they may be shot by the same person but they cannot be seperate.You are so dang wrong. First get those colors out of your sig before you cause us to loose UBB again. Second, save the following code into a text file called cnc_c130drop.txt in your Data folder. I'll explain how it works.-1 Create_Object, 1, "V_NOD_cargop_sm" -1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0-1 Play_Audio, "C130_IDLE_02", 1, "Cargo"-360 Destroy_Object, 1-360 Destroy_Object, 3-1 Create_Real_Object, 4, "CnC_Civilian_Pickup01_Secret"-180 Create_Real_Object, 13, "Nod_Rocket_Emplacement", 11, "BN_Trajectory" -180 Attach_Script, 13, "M00_Disable_Physical_Collision_JDG"-180 Attach_Script, 13, "M00_Base_Defense", "0,100,5"-180 Attach_to_Bone, 13, 4, "BN_Trajectory"-180 Move_Slot, 20, 13-1 Attach_To_Bone, 4, 1, "Cargo";
***** Drop the object off...-180 Attach_To_Bone, 4, -1, "Cargo" That above code makes a truck and a turret. The turret gets a base defense script so it shoots by itself. Attach_To_Bone works like this.-frame Attach_To_Bone, ID_of_unit_to_attach, ID_of_unit_to_attach_to
