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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 23:36:00 GMT

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on this theory, left button & left turret could be MuzzleA0, and the right button & right turret could be MuzzleB0  
BE SURE TO CREATE YOUR BONES FROM THE TOP VIEW TO ENSURE PROPER ALIGNMENT!!!! << i can't stress that enough, as it says in the westwood how to's on vehicles...try that out, as far as it not moving down etc... that is most likely in level editor weapon & vehicle setup

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