
Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=
Posted by [Anonymous](#) on Fri, 28 Jun 2002 19:34:00 GMT

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Ok, you have to go to OBJECT->VEHICLE->Mounted->Nod_Turret and you can choose which one you want from there. And once you've placed them, go to BUILDINGS -> mp_Nod_Turret and place the controller on the turret. If that doesn't make them fire then we'll need to add scripts to it. Let me know if that works for you so far.
