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Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [SuperFlyingEngi](#) on Thu, 15 Jul 2004 04:52:36 GMT

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Is there a script you can make that would somehow create additional turrets on a vehicle, like when a vehicle is created, and additional turret object is created as well, and once every frame, it's position is updated relative to the location of the vehicle object, so the turret would seamlessly follow the vehicle, and would seem as if the vehicle had more than one turret, whereas it would be more like a separate vehicle following the first. I saw something like this on KGBSpy's RA2: Aftermath site, where he said that a tank he was making [Battle Fortress] would have one driver controlled turret and 4 more turrets added by scripts. This way, you could do some really awesome things with vehicles, like a Red Alert Cruiser that can shoot 3 ways at once, or being able to fix the depth charge problem with the patrol boat and destroyer.

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