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Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [=HT=T-Bird](#) on Sun, 09 Apr 2006 14:52:43 GMT

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Oblivion165 wrote on Sun, 09 April 2006 09:48 Maybe a (Manned) turret script. So that when the turret overheats the clip is empty, after a few seconds, it regens back.

That would be nice for use with any weapon (not just turrets), actually (it would behave something like the Plasma Rifle from Halo)

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