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Subject: Deploy a tailgun/turret

Posted by [CodedRiceCracker](#) on Fri, 14 Jul 2006 21:35:23 GMT

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Hello there,

I recently took the first steps into ren modding.

I remember a server sided mod where beacons could deploy turrets. Realism aside, it gave a nice new twist to gameplay.

Now is my question quite obvious, how do i recreate this with the given options in leveledit? My attempts failed. It doesn't neccesarily have to be a server sided mod.

Yes, i've used the search button to find the awnser, but all topics about this subject had a dead end.

help appreciated

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