Subject: Re: Deploy a tailgun/turret
Posted by bisen11 on Sat, 15 Jul 2006 16:27:10 GMT

CodedRiceCracker wrote on Sat, 15 July 2006 05:18thanks guys. just what i was looking for

last few questions:
i got the part where -400 has something to do with timings. Is there a way to easily calculate from seconds to this?

secondly, does M05_Nod_Gun_Emplacement have the same effect as M00_Base_Defence?

At the settings of an object, what does weapon error do exactly?
5.000 for example.

M00_Base_Defence would probably work a little better. I'm not sure of the exact time the numbers are. I ussually just test it in a cnc_c130drop first until i get good timing.

As for the weapon error I think it's the accuracy but I'm not posotive.