
Subject: agt multiguns?

Posted by [Veyrdite](#) on Sat, 04 Nov 2006 23:02:10 GMT

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according to renegade's engine (i think) a unit can have up to 4 projectile exit points, 2 weapons.
but if so how does the agt work?

all the guns cant be simply one whole projectile as they normally shoot seperate targets.
how would i get this to work on a turret or vehicle?
