
Subject: Re: Do you use the custom scripts.dll?
Posted by [Kamuix](#) on Sun, 10 Dec 2006 20:02:21 GMT
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A lot of people run corepatch did 2.3 have the wierd turret fix thing? In my server i have deployables and what I would do for one of the deployables is change the model of the Flametake_player to a Samsite. This works fine on scripts version 2.9, I had no idea it didn't work for people that had no custom scripts until I went back and tried it lol.

Anyway when not running the scripts the Flame turret as I call it will not turn and has a firing animation on it ingame
