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Subject: Re: A few questions

Posted by [BlueThen](#) on Fri, 06 Apr 2007 19:57:43 GMT

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Merovingian wrote on Fri, 06 April 2007 14:51: bluethen wrote on Fri, 06 April 2007 20:45:1. Is there a way to make a weapon that launches you in the air when shot down... like some anti gravity weapon? How?

Yes, just set the recoil really high.

bluethen wrote on Fri, 06 April 2007 20:45:2. Is there a way to make a weapon that spawns a turret or something of sorts when shot? How?

Not sure about that. Maybe making the projectile of this weapon the model of the turret?

bluethen wrote on Fri, 06 April 2007 20:45:3. Where could I find something free which would help me edit C/C++ programs? I've been looking for months.

Not really a Ren Mod question but Visual Studio Express editions do C/C++ and they're free.

bluethen wrote on Fri, 06 April 2007 20:45:4. Is there a way to attach a invincible turret of some sort to a character (not serverside... just LE), but doesn't block the character's view or range of shooting? How?

Add a bone to the characters bone somewhere to spawn this turret. AR's veterancy script does the same thing.

Not quite sure about the last one...

1. Thanks.
2. I want the turret to work without character's control.
3. I know. Can you post a link nongoogle related? Google doesn't work for me some how. :/
4. Is that possible to do with LE?

Thanks for your help, Merovingian.

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