

---

Subject: Re: A few questions

Posted by [BlueThen](#) on Fri, 06 Apr 2007 21:27:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

gamemodding wrote on Fri, 06 April 2007 16:18 I would, for the turret (2) when the person deploys a beacon, it create a turret and disarmbs the beacon.

google for Microsoft Visual Studio

If you attach a script to the player, and use a fast running timer. You could create and move the turret.

I don't know about the duel weild, i think Jerad made a script for this?

I'm not very good when it comes to scripts. Can you give instructions?

Quote:

3. I know. Can you post a link nongoogle related? Google doesn't work for me some how. :/

When I meant to have more than one weapons, I mean at startup. I can only find primary and secondary, and I can't find a script that'll do this.

---