

---

Subject: Re: ren modeling

Posted by [R315r4z0r](#) on Sat, 30 Jun 2007 00:40:43 GMT

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

---

If you can get an undeployed model of the turret, export it as a beacon. Then have the deployed model be the effect of placing the beacon.

When you place the beacon it turns into the deployed model and thus shoots at enemys.

I am unsure if you can set it to be picked up when poked though.

---