
Subject: Re: Changing turret Guns?

Posted by [IronWarrior](#) on Wed, 19 Sep 2007 23:09:44 GMT

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cAmpa wrote on Wed, 19 September 2007 17:23Hm, Hm, but than i can't create other Turrets with, normal gun, agt gun, obi gun etc because i have only two Turrets where i can change the Weapon? (Nod_turret_Mp and improved)

Ah in that case, add a whole new preset for the same object, only thing be different would be the weapon it is using.

Call it something like MP_Turret_NewWep etc.

This way, you get to keep the old default one and get to use you're new version.
