

Subject: Re: Rotatable MRLS

Posted by [crazfulla](#) on Sat, 24 Nov 2007 10:21:35 GMT

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It uses the same w3d model. Just as stated above, you change the turn rates of the turret. By default on the MRLS they are set to Zero. In theory, if you change that in objects.gm it should work server side.

File Attachments

1) [mrls settings.jpg](#), downloaded 792 times

