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Subject: Re: Weapon offset

Posted by [Reaver11](#) on Sun, 20 Jul 2008 10:37:03 GMT

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Hmmm weird, Well what you can do is this -> Select the turret preset Temp or add it. Then change the model to your prismtower, change the ids names (so it isnt named turret :0 ), then fill in the animation and weapons and try that.

If that doesnt works then there is probably something wrong in the gmax file (which I will need to see a screenie how it is linked and just a regular view)

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