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Subject: Re: Rotatable MRLS Turret

Posted by [crazfulla](#) on Sat, 13 Jun 2009 05:21:39 GMT

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it needs to be setup in Level Edit that has been established.

Click EDIT on the medium tank preset and scroll down the settings tab until you find the turn radius settings. Copy andpaste them into the same box in the MRLS preset, which are ZERO by default. This is how I make it work on custom maps, although I have to make a temp of the MRLS. Im not sure if that works server side thogyuh. Give it a try. The change will be implimented in the objects file.

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