
Subject: Destroyed Turret

Posted by [Sanada78](#) on Mon, 25 Aug 2003 22:01:16 GMT

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I'm trying to get the destroyed turret to appear when it has been destroyed. On a map such as Under, when the Turret is destroyed, a destroyed one appears. I saw in level edit that the standard Turret had a dependency "v_nod_turret_d.w3d". I tried it in game and destroyed it but nothing appeared. What do I have to do to get it to work?
