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Subject: Re: just wondering : weaponbagclass  
Posted by [robbyke](#) on Mon, 12 Mar 2012 18:27:47 GMT  
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Jerad Gray wrote on Mon, 12 March 2012 18:57 What do you mean add manually? If you're just asking if you can grant a weapon to a player you do it by power up.

i used in scripts 3.4.4 a samsite for defense, if the defense script was attached it shot scattering missiles at average range.

on TT however the sam site models only aim in a specific angle

so i wanted to give for example the agt missile or obi laser, the samsite weapon so it can fire in all directions again

it fires but not has no real aim

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#### File Attachments

1) [Screenshot.4.jpg](#), downloaded 886 times

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