Subject: New turret I want to make
Posted by laeubi on Sun, 02 Nov 2003 10:20:19 GMT
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Cpo64LaeubiFor the animation thing...
Problem is, after the first shoot, it repeat the animation in a loop, even no way to stop that.

Unless it fires realy slow. If it fires slow enough, it won't matter right?
It will loop... even if the turret STOPS to fire.