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Subject: Turret Question!

Posted by [Anonymous](#) on Sun, 24 Nov 2002 16:12:00 GMT

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I made my own turret, added MOO\_Basedefense1. It only shoots Units without a driver (not even people)2. it turns fast, but yet you can even shoot it (proectiles go through it...

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Subject: Turret Question!

Posted by [Anonymous](#) on Mon, 25 Nov 2002 08:30:00 GMT

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You must activate projektile collision at the turret mesh.

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Subject: Turret Question!

Posted by [Anonymous](#) on Mon, 25 Nov 2002 09:22:00 GMT

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as odd as it seems, adjust your site angle on the turret to about 720 or more, it is probably not "seeing" the objects...

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Subject: Turret Question!

Posted by [Anonymous](#) on Mon, 25 Nov 2002 20:57:00 GMT

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ig ot it all in, i messed up the textures (told ya)anyways, it works fine except teh worst thing, its teh design itself tahts casuing the last problem, it shoots right past me, as i sit here i can hear it firing away in renegade and i dont get hurt. the 2 barrels make the distanvce between them a safe zone and since it aims directly at you it misses every time. unless uve got sumthing widedo 2 ways of fixing this, move the muzzle bones close together, or scrap on barrel, ur choice, if you want ill send the gmax file back so you can fix the textures and make ur choice, dont mess up teh chain of links though, its important.

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Subject: Turret Question!

Posted by [Anonymous](#) on Mon, 25 Nov 2002 20:59:00 GMT

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hehe, i actually got killed by it by running around on foot. i suggest keeping it as it is, its a low accuracy AT(anti-tank) turret, occasionally u get hit on foot

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