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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 10:39:00 GMT

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I thought a pop-up turret would be cool, but i don't know if it is possible. anyone ever try it?

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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 10:44:00 GMT

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I have made a prism tower and now I want to make it working.I don't know how to do this.Is there a tutorial or something?

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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 10:51:00 GMT

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Gernader8 said that I have to bone my buildingbut I don't know how to do that.

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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 11:18:00 GMT

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I don't think that it's possible to make a pop-up-turred

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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 11:52:00 GMT

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Actually I think it is possible, but that is what I think.

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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 11:58:00 GMT

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there should be a way to play an animation before something shoots. then it would be possible but im not quite sure it is possible.

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Subject: Pop-up turrets, possible?  
Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:28:00 GMT  
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Anyone?

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Subject: Pop-up turrets, possible?  
Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:32:00 GMT  
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ok ...do you want it to be like the obelisk that says..."nod Obelisk, under attack thing..or do you want it like the nod turret that just shoots things?

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Subject: Pop-up turrets, possible?  
Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:37:00 GMT  
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Obelisk

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Subject: Pop-up turrets, possible?  
Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:47:00 GMT  
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It must fire just like the obelisk does but it has to be a "blue beam".

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Subject: Pop-up turrets, possible?  
Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:49:00 GMT  
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quote:Originally posted by imdgr8one:Before ACK comes in,it's possible, not possible.roflThats right!

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Subject: Pop-up turrets, possible?  
Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:52:00 GMT  
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it is possible -it's just an animation tied to a muzzle bone...remember the sam sites? similar to what your looking for.

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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:56:00 GMT

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how do you attach animations?

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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 14:35:00 GMT

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cant yah just replace the obelisk with it? and change the skins for the beam to blue? and then change the sound to the proper sound?I assume this is for mod purposes.since there really is no room for an interior yah could have the MCT on the outside of it, with metal or cement "sneeze gaurds" to protect it.

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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 14:44:00 GMT

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quote: cant yah just replace the obelisk with it? and change the skins for the beam to blue? and then change the sound to the proper sound? No i can't, first I must bone my prism tower so that renegade knows that it is a prism tower.But I don't how to bone it

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Subject: Pop-up turrets, possible?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 00:15:00 GMT

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Before ACK comes in,it's possible, not possible.

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