
Subject: Turret conflict

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 06:24:51 GMT

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Is there an alternate way of making turrets work?

When I put a turret on my map, and play it in game, it doesn't shoot.

I have deduced that the problem is a conflict with the mod Renegade Resurrection. I don't know why, but if you are running the client version, the turrets don't work...

Is there an alternate way of getting turrets working?

Subject: Re: Turret conflict

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 07:36:17 GMT

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Your nice.

No, it is Resurrection. Because when I turn the mod off, the turrets start working again.

Subject: Re: Turret conflict

Posted by [Sn1per74*](#) on Mon, 20 Aug 2007 14:36:49 GMT

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The ladders are still kind of messed up too.
