Subject: scripts.dll 1.8 is being worked on (I need ideas people)
Posted by jonwil on Thu, 15 Jul 2004 04:59:44 GMT
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that "additional turrets" thing, I know there are some existing scripts that do various related things.

But I will keep it in mind and see if I can rig something sutable up.

I will use Create_Object_At_Bone and Attatch_To_Object_Bone to make it work.