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Subject: Renegade Alert Light Tank

Posted by [\[REHT\]Spirit](#) on Thu, 22 Jul 2004 02:52:52 GMT

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PermaGrinSuperFlyingEngiYeah, jonwil said he could probably work out something with scripts to give a vehicle multiple turrets

TheKBGspy has already shown me that he has a working script for such a situation.

Isn't there already a script or something to make multiple turrets attached to one vehicle? If you guys are doing something else though, I'd love to see a new way, because right now netcode doesn't seem to predict where attached objects are (so if you attach a few turrets to a vehicle, when the vehicle moves, the turrets will float in air temporarily, depending on ping and stuff).

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