Subject: Scripts Question COME ON!
Posted by Naamloos on Wed, 16 Mar 2005 13:03:37 GMT

The base defense script makes things act like turrets and stuff yes... Try rotating the vehicle a bit(in LE) with that script and it goes right back to it's original position in-game.

I tried some SP scripts but none of them work. They do shoot and don't return to their original position like base_defence but they still don't move.

I have not tested all scripts yet though... There must be one to make it work...