

---

Subject: Re: Deploy a tailgun/turret

Posted by [CodedRiceCracker](#) on Sat, 15 Jul 2006 09:18:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thanks guys. just what i was looking for

last few questions:

i got the part where -400 has something to do with timings. Is there a way to easily calculate from seconds to this?

secondly, does M05\_Nod\_Gun\_Emplacement have the same effect as M00\_Base\_Defence?

At the settings of an object, what does weapon error do exactly?

5.000 for example.

---