Subject: Changing turret Guns?
Posted by cAmpa on Wed, 19 Sep 2007 21:31:33 GMT

Hey, is it possible to attach new guns (obigun or something else) on a Nod Turret?

First i removed the normal Turret Gun with Clear_Weapon, than i attached some scripts but it doesnt work.

My Problem is, i cant use the scripts for buldings (JFW_Building_Gun etc), because it needs a "building controller" parameter.