Subject: Re: Rotatable MRLS
Posted by R315r4z0r on Fri, 23 Nov 2007 23:02:20 GMT

All you need to do is go into the settings of the med tank... or any other vehicle with a rotating turret and copy the "WeaponTurnMax" and "WeaponTurnMin" into the "WeaponTurnMax" and "WeaponTurnMin" located in the MRLS's settings.

But doing this won't work in server side..