
Subject: Re: Turret turning speed

Posted by [Genesis2001](#) on Sat, 19 Jul 2008 03:59:53 GMT

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Nod's turret AI could use a bit of an increase. I recently gave Reborn some turret AI Scripts for the mod C&C Reborn, upon request. ^_^

All it was were 2 little lines of code, and I noticed a great difference in the Turret AI I call them my haxxing turrets

-V
