Subject: Re: just wondering : weaponbagclass
Posted by robbyke on Mon, 12 Mar 2012 18:27:47 GMT
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Jerad Gray wrote on Mon, 12 March 2012 18:57What do you mean add manually? If you're just asking if you can grant a weapon to a player you do it by power up.

i used in scripts 3.4.4 a samsite for defense,if the defense script was attached it shot scattering missiles at average range.

on TT however the sam site models only aim in a specific angle

so i wanted to give for example the agt missile or obi laser, the samsite weapon so it can fire in all directions again

it fires but not has no real aim

File Attachments
1) Screenshot.4.jpg, downloaded 925 times