Subject: I need some help with scripting
Posted by Cpo64 on Sat, 01 Nov 2003 18:35:07 GMT
View Forum Message <> Reply to Message

I don't think that is posible with a text script.

The script you are talking about will dissable trasitions that already exist. But the Turret doesn't have any in the first place.

But if you were useing this in a mod (level/map) you could make a temp of the turret, add transtions, then it would work.