

---

Subject: New Turret Weapon

Posted by [mr£ÄŞÄ-z](#) on Fri, 05 Oct 2007 12:28:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hey guys how can i change the gun from turret or guardtower? if i change weapon to obelisk it shoots the normall turretgun but has the power of the obelisk... same with guardtower... how can i fix that? and is it serversided then?

---

---

Subject: Re: New Turret Weapon

Posted by [The Elite Officer](#) on Fri, 05 Oct 2007 12:35:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

MadRockz wrote on Fri, 05 October 2007 08:28hey guys how can i change the gun from turret or guardtower? if i change weapon to obelisk it shoots the normall turretgun but has the power of the obelisk... same with guardtower... how can i fix that? and is it serversided then?

You can, I have done it before. Have you changed the weapon preset in the Weapon preset box? I have given the turret a cool weapon before, repair beam So it fires the turret shell, but you suffer damage for the obelisk, interesting.

I gotta go ask my magical computer what it thinks.

---

---

Subject: Re: New Turret Weapon

Posted by [mr£ÄŞÄ-z](#) on Fri, 05 Oct 2007 12:41:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

on weapon i changed nothing i only gave the turret Weapon\_Obelisk

---

---

Subject: Re: New Turret Weapon

Posted by [The Elite Officer](#) on Fri, 05 Oct 2007 16:57:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well you have to change the weapon preset to the weapon preset you want, I am still checking to see how to do it and BTW you should take a look at [www.renhelp.net](http://www.renhelp.net) if you haven't already.

(This is a very hard and difficult question/problem)

NOT!!!!!!!!!!!!

---

File Attachments

---

1) [xd-16635.jpg](#), downloaded 627 times



---

Subject: Re: New Turret Weapon  
Posted by [mrÅ£ÄŞÄ-z](#) on Fri, 05 Oct 2007 17:15:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

still shoots turret gun (but has power of obelisk)

---

Subject: Re: New Turret Weapon  
Posted by [Slave](#) on Fri, 05 Oct 2007 17:32:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Do note that this is not 100% server sided. The only thing that is, is the resulting damage. On the client it will always look like the turret fired its default shell.

Hey officer, stop being an ass. If you think you're funny, think again.

---

Subject: Re: New Turret Weapon  
Posted by [mrÅ£ÄŞÄ-z](#) on Fri, 05 Oct 2007 17:40:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

yes ur right slave... its not server sided, i need to do it in C++