
Subject: MRLS

Posted by [a000clown](#) on Fri, 01 Aug 2008 04:45:23 GMT

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

Would it be possible to make the turret rotate the way it does on some fan maps?

Subject: Re: MRLS

Posted by [cncnick13](#) on Fri, 01 Aug 2008 05:05:52 GMT

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

not server side unless you have like a mod or something

Subject: Re: MRLS

Posted by [a000clown](#) on Fri, 01 Aug 2008 05:08:10 GMT

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

That's why I'm asking here... If it could be done without a client download there would be no need to ask :/

Subject: Re: MRLS

Posted by [_SSnipe_](#) on Fri, 01 Aug 2008 06:41:11 GMT

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

i would have to replaces the w3d models with the ones that can turn server and clinit side

Subject: Re: MRLS

Posted by [TruYuri](#) on Fri, 01 Aug 2008 08:34:09 GMT

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

SSnipe wrote on Fri, 01 August 2008 01:41i would have to replaces the w3d models

Incorrect.

Subject: Re: MRLS

Posted by [EvilWhiteDragon](#) on Fri, 01 Aug 2008 09:18:07 GMT

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

I'm not sure what you mean with making the turrets turn as in some fan maps, but I do know that a certain bug in the turret script is fixed in TT. This can very well have the effect you tried to mention here. It'll allow the turret to actually hit anything, and it could be serverside even, but I'm not to

sure about that.
We would need StealthEye in this topic for that.

Subject: Re: MRLS
Posted by [pvtschlag](#) on Fri, 01 Aug 2008 09:36:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

He means the turret on the back of the MRLS, not the Nod Turrets.

As much as I like the MRLS with the turning turrets I don't think it should be included.

Subject: Re: MRLS
Posted by [a000clown](#) on Fri, 01 Aug 2008 09:38:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry for the confusion, here's a screenshot.

Edit:
TruYuri wrote on Fri, 01 August 2008 04:34SSnipe wrote on Fri, 01 August 2008 01:41i would
have to replaces the w3d models

Incorrect.
Missed that post, that's exactly what I was looking for, thanks.

Edit2: I just tested this and it is not server-sided.

File Attachments

1) [ScreenShot01.png](#), downloaded 406 times



Subject: Re: MRLS

Posted by [StealthEye](#) on Fri, 01 Aug 2008 10:43:04 GMT

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

Next time please mention that you are talking about the MRLS in the topic, I usually read topic titles only for checking which topics are interesting, and don't read them while reading the rest of the posts, hence I was confused as well.

I think this would change too much to the game though. TT's focus is on fixing bugs, not changing the game. I think it's good that it can be done on fan maps, but it should not be done for official maps.

With the map downloader you would be able to change the map and send it to the clients though.

Subject: Re: MRLS
Posted by [mr£\\$Ä-z](#) on Fri, 01 Aug 2008 13:49:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:With the map downloader you would be able to change the map and send it to the clients though. Smile

Yep just edit the vehicle in LE

Subject: Re: MRLS
Posted by [_SSnipe_](#) on Fri, 01 Aug 2008 18:26:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

TruYuri wrote on Fri, 01 August 2008 01:34SSnipe wrote on Fri, 01 August 2008 01:41i would have to replaces the w3d models

Incorrect.
cool i never knew that
