

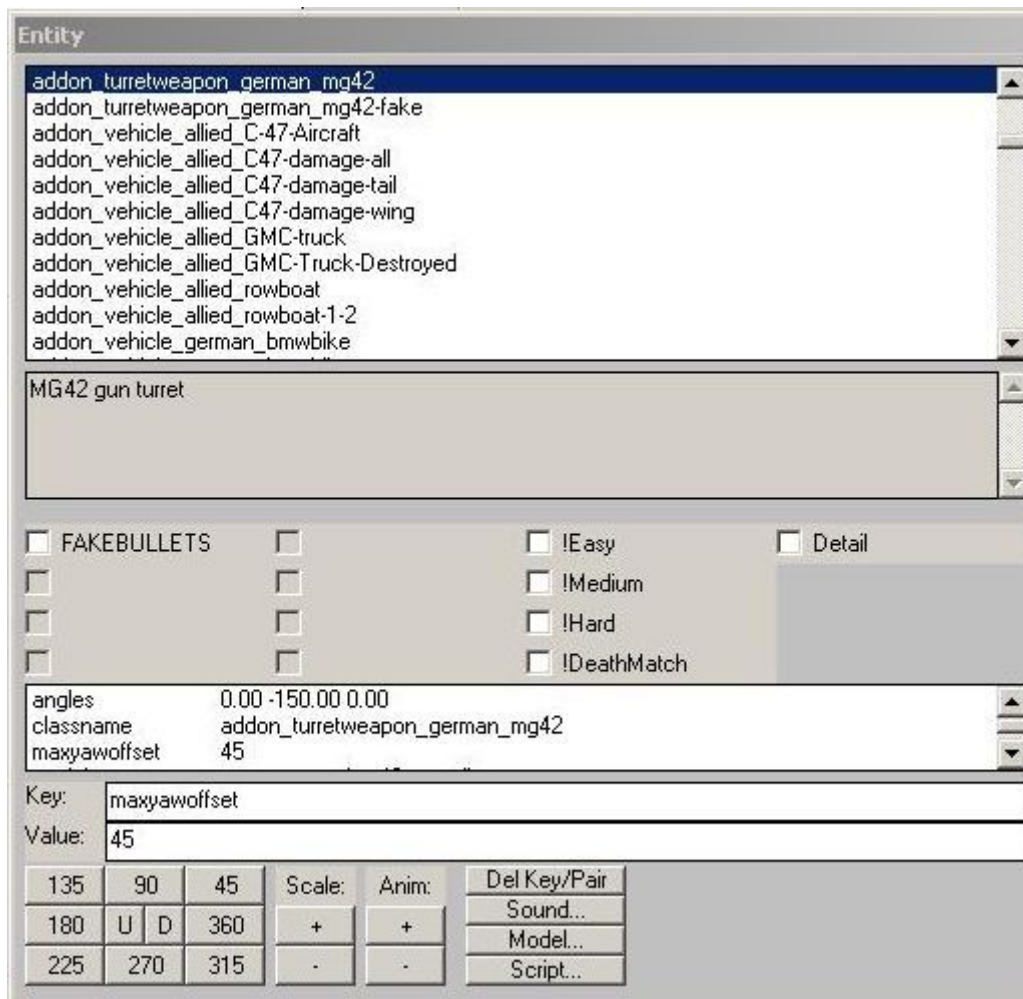
An MG42 to mow down the enemy..

To add a working machine gun to your map is a piece of cake, set up where you want it to be, is it on some sand bags? or on a wall? or sticking out a window on a dark street...? Think about what field of fire you want your MG42 to have as well.

Ok now right click where you want it, and go to Static-weapons-MG42Bipod, this is to put the gun on, now right click again and find Turretweapon-German-MG42. Put it on top of the bipod.

Now set up the field of fire, with the MG still selected bring up the Entity properties, enter this: Key: maxyawoffset Value:45





This sets up the gun to swing 45 degrees, if you want more then up the Value, but be careful not to have the gun swinging into the walls, makes it hard to get out.....