

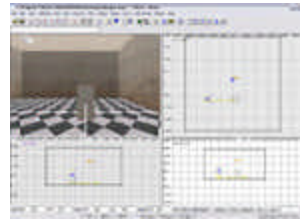
Making a Turret Gun!

What we are going to do:

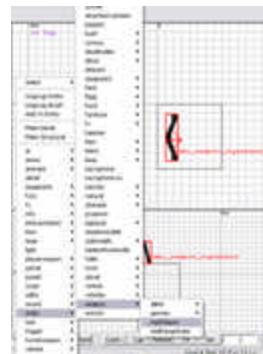
Okay, every map should have a big gun! So lets make one!

Get Going!

Okay, make a room 512x512x256 then put the grid on 8 and hallow it out. Then make a lil sta inside any size, mine is 32x32x64:



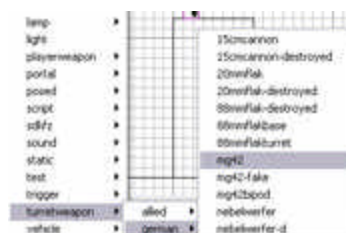
Now in the top view, right click and go to "Static" "weapons" "mg42bipod":



Then put the grid on like 4 and center up your pod so it is on the top/left of you block!



Deselct it and then right click in top view and go to "turretweapon" "german" "mg42":



Now align your gun up on top of your bipod so it looks like this:



