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Subject: Re: How Do I Set Were The Guns Are On A Model Asl Amn Trying To Figure Out Modeling

Posted by [Dealman](#) on Sat, 29 Dec 2007 10:27:49 GMT

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Read Renhelp's tutorials about boning a VTOL. But as you always complain on Renhelp I guess I could help you.

You want to get the weapons working, ok. A vehicle can have maximum 2 Primary barrels, 2 secondary barrels. (MuzzleA0, MuzzleA1 and MuzzleB0, MuzzleB1.)

MuzzleA0 is where the first projectile comes from Primary Fire.

MuzzleA1 is where the second projectile comes from Primary Fire.

MuzzleB0 same thing but with Secondary Fire.

MuzzleB1 same thing but with Secondary Fire.

Remember to tick off export geometry in W3D settings (BONES ONLY). Also to link them to the vehicles Barrels. On a plane I think you can link it on the hull/chassis.

My hint are: USE RENHELP!

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