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Subject: Re: Bone rotation

Posted by [Jerad2142](#) on Sun, 03 Feb 2008 16:18:09 GMT

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Dthdealer wrote on Sat, 02 February 2008 22:19EDIT: Renitbusters dead! noooooooooooooo  
\*sobs to self\*

How far did you get in it?

And has Zelda Ocarina Of Time (Legend Of Renegade) been abandoned?

LOR and Renhalo are still being worked on (Renhalo gets way more attention, LOR just gets worked on when I get sick of working on the other mods).

And yes you can attach turrets to other vehicle's bones, that is how I first started modifying Renegade w was through the cinematic files, but then then is the attached objects can't transfer the force back into the object that they are attached to, so I guess I will have to do it a different way.

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