

---

Subject: Re: 2 turrets

Posted by [Reaver11](#) on Wed, 25 Feb 2009 12:29:01 GMT

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

---

I dont know what you want to use it for but I see only one possibility atm ->

Superimpose the turret bone it doesnt have to be this long but for this picture it is usefull. The blue spheres are the turrets. The small pink strokes are the barrels.

I can only for the following problems:

- The turret meshes need to be exact on one angle. (X,Y or Z needs to be the same for both turret meshes, also the turret bone will have this coordinate)[Make sure the turretbones pivot is in the correct direction! You will have to rotate it]
- The Turrets will always rotate together
- You cannot use the barrelbone (Or turretbone depends on which you use)

This means depending on your use you are limited to this structure.

I have not tested this set up. But I think it will work.

I will test this tonight.

Hope to have helped you a bit.

Otherwise you will have to set the vehicle up like blazea did on his mkII. (That movie should be on youtube)

---