Subject: Re: Quick Question (Bone-Related)
Posted by Altzan on Mon, 08 Nov 2010 05:06:47 GMT
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Hmm. Well, I might be wrong since I'm nowhere near as experienced in this as others, but what you want to accomplish looks like each barrel would need its own pivot point (at the internal end). And as far as I know, you can only have one V_turret which controls the pivoting. So you could easily accomplish this with just one barrel, but I can't see how doing it with two would work.