
Subject: Re: Quick Question (Bone-Related)

Posted by [Dealman](#) on Mon, 08 Nov 2010 10:10:16 GMT

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Altzan wrote on Mon, 08 November 2010 06:06Hmm. 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.

Correction; V_Turret is the turret mesh. I believe you mean the Turret-Bone. However, my Tank haven't got a Turret. Also, the Barrel-Bone controls how the Barrel moves.

So yeah, each Barrel would need it's very own pivot point. Sad there's no BarrelA and BarrelB

And to be honest, I'm not even entirely sure if this would work at all considering all current Vehicles ingame(Original), can only aim Up and Down.
