
Subject: Re: Quick Question (Bone-Related)
Posted by [E!](#) on Tue, 09 Nov 2010 17:24:36 GMT
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Barrel bone position = turret bone position = Angle of the barrel should work for 1 barrel. the second one could be added by script and with Action_Follow_Input it should exactly act like the other one. could be worth a try but note that they also fire at the same time.
