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Subject: Re: Quick Question (Bone-Related)

Posted by Dealman on Tue, 09 Nov 2010 17:38:50 GMT

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E! wrote on Tue, 09 November 2010 18:24 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.

Yeah, I know how to do it for 1 Barrel. It becomes more complicated when using 2 Barrels.

Also, I'm the wrong person to talk with when it's about Coding. And I wouldn't want my Barrels to fire at the same time... (Unless it already exists in LevelEdit, that is.)

Thanks for the Reply though!

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