
Subject: Re: Quick Question (Bone-Related)

Posted by [Gen_Blacky](#) on Wed, 10 Nov 2010 02:43:42 GMT

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You definitely need to make a script that accounts for a second turret bone. Not sure if its possible to add new vehicle bone that renegade recognizes with just scripts.dll. With only one turret bone its hard to make it look half way decent. Both the barrels just follow the position of the turret bone. It looks really ugly without a second pivot point for one of the guns.
