
Subject: Re: Quick Question (Bone-Related)
Posted by Dealman on Wed, 10 Nov 2010 15:06:06 GMT
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my486CPU wrote on Wed, 10 November 2010 10:58Gen_Blacky wrote on Wed, 10 November 2010 04:06This is basically the best you can do with a single turret bone which is crap. My turret bone is centered between the guns.

http://www.youtube.com/watch?v=jORP2_bcXDc

NICE I think that's exactly what he wants to do. That would look sweet on a flame tank.

Not exactly what I'd like but close. That's what my current Setting is like. As you can see when he exits the Tank - the Barrels are way off.

So yeah, some kind of Script or 2 independent Turret Bones/Pivot Points would be required.

Edit:

Does anyone know how to make Renegade not automatically smooth every fucking thing you put into it. It's seriously pissing me off as well as ruining my Models.

I've checked for settings in RenX/3ds MAX 8 when exporting it as W3D Asset, but nothing works. FML.
