i modeled 2 forms of base defense. one a patriot missile site and the other being a gatling cannon.

i used the renhelp bone a turret tutorail and i must say it was much easier than i first thought. but i still have a few editing problems.

1st the patriot. i gave it MRLS ammo. but i need it to only shot 4 rounds and not 6. i look through the MRLS ammo preset and the MRLS vehicle preset and didnt reconize any ammo cout per shoot setting.
so ? is, how do i make it shot 4 rounds and not 6? or how do i make the AGT ammo shot 4 consecutive rounds and then reload?

now the gatling cannon. i wanted a machine gun with some abillity to hurt tanks, so i attached the apache heavy machine gun to it. it works fine and all but i have 2 problems. one, when fire the gatling cannon shots in short burst not constantly. two, since the gat cannon has 2 barrels it doesnt fire down the middle. i made 2 muzzle bone so it does fire from both, but if u are something other than a tank, it just shots along side your head and wont hit u. so ?s are, how can i make it constatnly fire till the target is out of sight or detroyed and how can i make it aim at a center location?

pic of the untextured gatling cannon VVVV