
Subject: Vehicle Bone Problem
Posted by [Anonymous](#) on Fri, 22 Nov 2002 19:39:00 GMT
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ok, here is the scenerio...i am "boning" a turret style weapon..everything is great, i have it setup just like i have seen...problem is, the weapon shoots about .5 meters over the characters head. it will DESTROY a vehicle, but the character runs around unscathed...please help

Subject: Vehicle Bone Problem
Posted by [Anonymous](#) on Fri, 22 Nov 2002 20:00:00 GMT
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You must have the bones perfectly lined up. [November 22, 2002, 20:00: Message edited by: CyborgDC]

Subject: Vehicle Bone Problem
Posted by [Anonymous](#) on Fri, 22 Nov 2002 20:41:00 GMT
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quote:Originally posted by Dante:ok, here is the scenerio...i am "boning" a turret style weapon..everything is great, i have it setup just like i have seen...problem is, the weapon shoots about .5 meters over the characters head. it will DESTROY a vehicle, but the character runs around unscathed...please help if its a m00_base_defense turret type.. that normal, its very inaccurate... anyway, the boning its only about making stuff move properly and define where it supposed to shoot from...another thing, on your weapon, change the accuracy thing inm commandos editor, u can define the error thing... try this one, it will maybe help

Subject: Vehicle Bone Problem
Posted by [Anonymous](#) on Sat, 23 Nov 2002 01:10:00 GMT
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I would say it is most likely NOT a bone problem. It is probably something to do with the settings in Level Edit. Maybe try and play around with the weapon settings, and also the vehicle settings (assuming it is a non moving vehicle like a gun turret).Also, be careful what preset you "clone" it from (if you do). I made an aircraft once by adding a preset made from "CnC_CDI_Orca". When i played it ingame, all the transitions were screwed up, and some of the bones were acting really strange. I then did the same thing with "CnC_Nod_Apache", and had absolutely no problems.

Subject: Vehicle Bone Problem
Posted by [Anonymous](#) on Sat, 23 Nov 2002 04:44:00 GMT
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Its really esay:Run Leveledit and Mod your Turret and chance in the Settings Tab these thing:
WeponTiltMin WeponTiltMax These parameters tells renegade how far up or down the Turret can
shot.Hope It helped you. And don't forget to rate me.

Subject: Vehicle Bone Problem
Posted by [Anonymous](#) on Sat, 23 Nov 2002 09:14:00 GMT
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if you send me the model ill get it to workmaimer@trooper.ca

Subject: Vehicle Bone Problem
Posted by [Anonymous](#) on Sat, 23 Nov 2002 09:15:00 GMT
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i got a working one in the blackops mod
