
Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 07:49:00 GMT

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Is it possible to make a vehicle like a b17(airplane which had more than one turrets, so that 2 player can control 2 turrets on a vehicle.Or is it possible to make a vehicle on which are turrets and when the vehicle moves, that the turrets move with it? (battleship)

Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 08:16:00 GMT

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read or search the rest of the posts, and ull find that this was asked not that long ago

Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 09:11:00 GMT

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i am 90\% sure that is not possiable

Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 09:48:00 GMT

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It's 100\% possible. With a little work I think you can even customize the positions of these new turrets. It's in a topic some pages back on attaching turrets to a chinook.

Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:06:00 GMT

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well acturall its 100\% possiable to have more than one turret but not possiable to have more than one turret bones.

Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:12:00 GMT

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Yes, thx, but can somebody explain haow to attach vehicles again? the old post was not really complete

Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 13:59:00 GMT

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quote:Originally posted by Nodbugger: quote:Originally posted by NameHunter:It's 100\% possible. With a little work I think you can even customize the positions of these new turrets. It's in a topic some pages back on attaching turrets to a chinook.its 100\% impossible to have more than one turret on a vehicle. they may be shot by the same person but they cannot be seperate.You are so dang wrong. First get those colors out of your sig before you cause us to loose UBB again. Second, save the following code into a text file called cnc_c130drop.txt in your Data folder. I'll explain how it works.-1 Create_Object, 1, "V_NOD_cargop_sm" -1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0-1 Play_Audio, "C130_IDLE_02", 1, "Cargo"-360 Destroy_Object, 1-360 Destroy_Object, 3-1 Create_Real_Object, 4, "CnC_Civilian_Pickup01_Secret"-180 Create_Real_Object, 13, "Nod_Rocket_Emplacement", 11, "BN_Trajectory" -180 Attach_Script, 13, "M00_Disable_Physical_Collision_JDG"-180 Attach_Script, 13, "M00_Base_Defense", "0,100,5"-180 Attach_to_Bone, 13, 4, "BN_Trajectory"-180 Move_Slot, 20, 13-1 Attach_To_Bone, 4, 1, "Cargo";
***** Drop the object off...-180 Attach_To_Bone, 4, -1, "Cargo" That above code makes a truck and a turret. The turret gets a base defense script so it shoots by itself. Attach_To_Bone works like this.-frame Attach_To_Bone, ID_of_unit_to_attach, ID_of_unit_to_attach_to

Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 21:33:00 GMT

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they cant be controlled by seperate people. you cant have a driver and 4 different gunenrs.

Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 00:22:00 GMT

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quote:Originally posted by NameHunter:It's 100\% possible. With a little work I think you can even customize the positions of these new turrets. It's in a topic some pages back on attaching turrets to a chinook.its 100\% impossible to have more than one turret on a vehicle. they may be shot by the same person but they cannot be seperate.

Subject: Vehicles with more turrets?

Posted by [Anonymous](#) on Thu, 26 Dec 2002 00:51:00 GMT

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Unless, using the same logic of attaching 1 vehicle to another, with some tweaking you could get 2 vehicles to act as one, one has a pilot and a gun, the other just a gun.I dont know anything about these things so I am probably wrong.
