
Subject: 2 turrets

Posted by [LR01](#) on Wed, 25 Feb 2009 10:57:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

How can I have 2 turrets rotatable?

making 2 turrets bones won't work of course, link a other bone to the turret bone won't do the trick either.

Just to be clear, I have 2 meshes I want to move whit the turret bone, they both need to be rotated, like I want 2 turret bones.

well, is it even possible?

Subject: Re: 2 turrets

Posted by [Reaver11](#) on Wed, 25 Feb 2009 12:29:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

I dont know what you want to use it for but I see only one possibility atm ->

Superimpose the turret bone it doesnt have to be this long but for this picture it is usefull. The blue spheres are the turrets. The small pink strokes are the barrels.

I can only for the following problems:

- The turret meshes need to be exact on one angle. (X,Y or Z needs to be the same for both turret meshes, also the turret bone will have this coordinate)[Make sure the turretbones pivot is in the correct direction! You will have to rotate it]
- The Turrets will always rotate together
- You cannot use the barrelbone (Or turretbone depends on which you use)

This means depending on your use you are limited to this structure.

I have not tested this set up. But I think it will work.

I will test this tonight.

Hope to have helped you a bit.

Otherwise you will have to set the vehicle up like blazea did on his mkII. (That movie should be on youtube)

Subject: Re: 2 turrets

Posted by [Dreganius](#) on Wed, 25 Feb 2009 12:31:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Reaver's smart

Subject: Re: 2 turrets
Posted by [rrutk](#) on Wed, 25 Feb 2009 13:01:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

this will rotate both turrets around 1 axis.

he wants 2 independend turrets with their own axis.

Subject: Re: 2 turrets
Posted by [Reaver11](#) on Wed, 25 Feb 2009 13:05:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

rrutk wrote on Wed, 25 February 2009 07:01 this will rotate both turrets around 1 axis.

he wants 2 independend turrets with their own axis.

Try using two mouses Rrutk
Not to mention that two independent turrets will require ludicrous scripting or is just impossible. (Like swapping from turret with a button)

Edit: I wonder where that movie was of that mammoth mkII that had gunner positions for extra persons in a vehicle

Subject: Re: 2 turrets
Posted by [LR01](#) on Wed, 25 Feb 2009 19:16:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

mkII has more turrets yea, but it requires more than one person doesn't it?

yes, I want to turrets to move independent, I want 1 turret to do the same as the other turret, to be precise.

Well, if it is impossible, what I feared for, then thanks for your help.

Subject: Re: 2 turrets
Posted by [Reaver11](#) on Wed, 25 Feb 2009 20:16:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Could you give me a sketch of where you where planning on using it. Mayby then I will get an idea.

The mkII requires more people indeed but you can make some of the turrets AI controlled.

Subject: Re: 2 turrets

Posted by [cnc95fan](#) on Wed, 25 Feb 2009 21:06:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

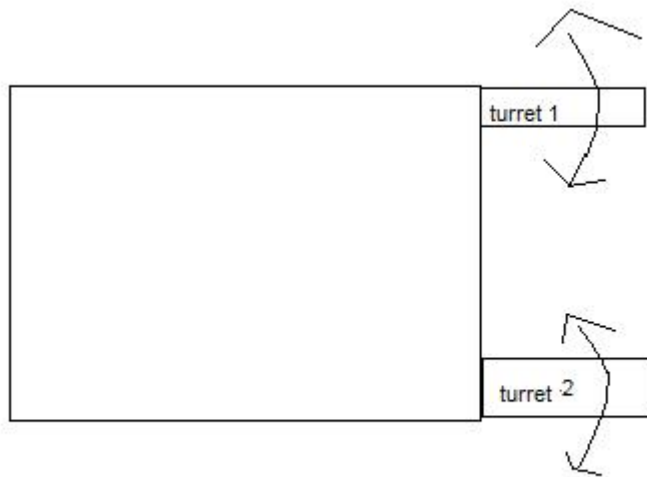
On the harkonnen flame tank.

If you move the mouse left, both turrets point left, and visa versa.

EDIT: Barrels rather than turrets*, sorry.

File Attachments

1) [flmtnk.jpg](#), downloaded 333 times



Subject: Re: 2 turrets

Posted by [R315r4z0r](#) on Wed, 25 Feb 2009 21:50:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

LR01 wrote on Wed, 25 February 2009 14:16mkII has more turrets yea, but it requires more then one person doesn't it?

The MKII in Reborn only lets the player control the railguns. The machine gun and missile launchers are AI controlled.

Subject: Re: 2 turrets

Posted by [LR01](#) on Wed, 25 Feb 2009 23:03:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

cncfan explained what I want to, now, that AI is a idea. Make a AI turret that does the same as the player does, only that would require a script. I'm not a script writer, so I don't know if that is even possible.
