Subject: Need help with 3 Railed Gattling Turret
Posted by kamuixmod on Sat, 04 Jun 2011 22:40:30 GMT
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i made everything fine, i placed the seat as well and linked all immportant bones and i replace d the arty modell with this and set occunpants visible but when i enter it then i see myself as a character streched next to the Turret.

Subject: Re: Need help with 3 Railed Gattling Turret
Posted by Reaver11 on Sat, 04 Jun 2011 23:38:43 GMT
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Check out this topic, it might help you out ->
 http://www.renegadeforums.com/index.php?t=msg&goto=326582&rid=22503&
srch=driver+visible#msg_326582

One extra note though I see this model has 109824 polys.
http://www.turbosquid.com/3d-models/3d-gattling-gun-turret-model/329150

Renegade is not gona handle that model when it is textured.
Untextured it might work though it is still very high pollied.
Usually I wouldn't go much higher then 15000 polys for a vehicle, though as far as I know there isnt a hard limit. (not sure though)

I don't know where you plan to use it for but realise it might be heavy on the Renegade engine.

Subject: Re: Need help with 3 Railed Gattling Turret
Posted by kamuixmod on Sun, 12 Jun 2011 23:33:34 GMT
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50% is textured and it handles it more than fine. No lag the only thing is the seat bon. i didnt do the completele modell, bu the bonning and animating