
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
