Subject: does anyone know how to get walking vehicles working
Posted by PCWizzardo on Thu, 24 Jul 2003 22:16:27 GMT
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In boning a 2-legged vehicle, how would you bone the weapons? As Turret, Barrel, and Muzzle, or with the Gunbone? And how would you sixe the object to fit the skeleton and yet be bigger ingame?

(I'm trying to bone DeeZire's Titan from his modeling tutorial, I have already begun sknning it like the GDI turret found in many mods.)