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Subject: Re: Weapon offset

Posted by [Reaver11](#) on Sat, 19 Jul 2008 11:10:09 GMT

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As far as I can see you didnt bone/rig the vehicle at all?

What you need to do is bone the vehicle and make an animation for it (i suppose you want to have the top rotating as in red alert 2)

You can just follow this tutorial ->

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=58>

With one exception my guess is the rotation on top works the best if you dont rig it as turret.

You can better make an invisible barrel/turret so it looks asif it was firred from the rotating part.

I hope this helps you out!

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