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Subject: Re: Rotatable MRLS 'Turret'

Posted by [R315r4z0r](#) on Fri, 02 Jan 2009 02:40:30 GMT

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DutchNeon wrote on Thu, 01 January 2009 19:39 True, I also do that sometimes, but I doubt it was intended (just a thing you can do because the 'turret' doesn't rotate).

Then you would be wrong. It was 100% intended for it to not turn. In fact, the way the tank is modeled and rigged, leaves evidence that was originally intended to turn but was disabled before the game was shipped.

You can't just model a vehicle and it somehow magically know what its turret is and how it can rotate. You have to set up specific bones on the axis of the turret for it to even be able to spin. You are able to enable and disable the rotating turret in level editor, thus giving evidence that those rotation bones already exist on the MRLS model.

Therefore, we can conclude, Westwood originally modeled and rigged the MRLS to have a turning turret, but it was changed to a stationary turret before the game's release.

They obviously figured it was better for the user to simply be able to control the rockets rather than control the direction they were shot in. 100% intended. And I agree with that decision.

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