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Subject: Re: 2 turrets

Posted by [Reaver11](#) on Wed, 25 Feb 2009 13:05:34 GMT

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rrutk wrote on Wed, 25 February 2009 07:01this will rotate both turrets around 1 axis.

he wants 2 independend turrets with their own axis.

Try using two mouses Rrutk

Not to mention that two independend turrets will require ludicrous scripting or is just impossible. (Like swapping from turret with a button)

Edit: I wonder where that movie was of that mammoth mkII that had gunner positions for extra persons in a vehicle

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