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Subject: New turret I want to make

Posted by [IRON FART](#) on Sat, 01 Nov 2003 03:17:09 GMT

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I think that frankly the NOD turret sucks balls. So ininteresting and simple.

Anyhoo, I want to create a larger, MUCH more hefty Turret which I will name the "GDI Grand cannon". Of course the purpose reflects the RA2 grand cannon, but the same is VERY different because The RA2 grand cannon wasn't a practical shape and height.

Anyway, I Have created the basic shape for it. (basically a dome.....figuring that a dome will be the most natural shape for this). I have done the majority of the textures already. I plan on making the doors slide open diagonally, to reveal the cannons.

Now, The Tutorials in the "How To" folder are not very in depth, and do not cover a turret in particular.

I know there are 3 bones in making the turret (for a vehicle).....

Do I need to use all three?

How do I place them?

How can I make the doors slide open as the turret is rotating OR as it prepares to fire or something?

It is just the functionality of it that will give me problems. The rest I can handle.

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