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Subject: Re: New turret I want to make

Posted by [Dante](#) on Sat, 01 Nov 2003 05:28:44 GMT

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IRON-FART

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.

1. yes

2. first, place the bones logically, and link as follows

a. link the physical turret body to the turret bone

b. link the physical barrel to the barrel bone and link barrel bone to turret bone

c. link the muzzlea0 bone to the barrel

3. you need to create a firing animation, although this will get screwed up if it fires fast, so if it fires fast have the doors open/close fast, if it fires slow then the doors can open slowly, animation will be as follows "doors open... pause... doors close", a really kewl effect could be made to have the turret come out of the door a bit as right as the doors are opening, but remember, it will play this animation every time the weapon fires, but you said it was a big gun, so give it a shot.

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