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Subject: New turret I want to make

Posted by [Adavanze](#) on Sat, 01 Nov 2003 10:55:55 GMT

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The amount of bones you have in a turret can be whatever, usually you would have 4, because you would have turret, barrel, and muzzle0 bones. Making a samsite pop out of the ground wouldnt work well, you would put an animation of the entire samsite rizing into its proper location... what you would do is make it so that with a certain range on level edit like a door it will pop up, but it would pop up at a certain speed.. technically dante is right, you only need 3 bones, but most people use 4. A world box is not a bone, and an origin is an origin... so yeah.

link muzzle0 bones to barrel mesh, link barrel mesh to barrel bone, link barrel bone to turret mesh, link turret mesh to turret bone, like turret bone to the chassis mesh, link the chassis mesh to the origin bone, and link the world box to the origin bone, then make an animation of like maybe... 20-40 frames of it rising up a certain height, but if you do this you might want to stick a small plane which doesnt have an animation, because you will not be having holes in the floor. and dont link that plane.

voila..

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