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Subject: Re: btw:

Posted by [Dante](#) on Sun, 02 Nov 2003 21:17:25 GMT

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Laeubil have added a Tutorial to:

<http://www.laeubi.de/tutorials>

<http://www.renhelp.co.uk>

Have fun

only problem i have with that tutorial is the importing of the items, setting ONLY projectile to the mesh, and use of the .00 when you don't have multiple LODS.

to skip around the point, all bone creation should be done in the TOP view port, create a couple of .5x.5x.5 boxes (3 will work), name them "turret", "barrel", and "muzzlea0" then you are all set to place them, and skip the hassle of importing bones from another model, when you can make them just as easy, then uncheck export geometry for those 3 items, and you are set.

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