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Subject: Two turrets?

Posted by [Anonymous](#) on Thu, 05 Dec 2002 21:49:00 GMT

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I have a helicopter that that has two chainguns sitting out on either side through a hold in the aircraft, is it possible to have each gun be it's own turret?

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Subject: Two turrets?

Posted by [Anonymous](#) on Thu, 05 Dec 2002 22:37:00 GMT

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You're thinking of using the larger, armed chinook used for vehicle drops in SP, right? As far as I know, that vehicle was never made for you to fly. With those two guns, are you meaning so that two passengers in your chinook can both control one each? If so I really doubt that it's possible, but it would be very impressive if it did work. I think that it would be possible to have one passenger control both turrets, but that's not my area, so I'm afraid I don't know mate. Good luck figuring this one out.

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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 05:40:00 GMT

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He's talking about turrets, not cannons. I don't think it's possible, the engine would have to be able to decide which turret you want to use etc. etc. [ December 06, 2002, 05:40: Message edited by: SomeRhino ]

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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 06:11:00 GMT

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how about left click, turret one fires, right click turret 2 fires ???

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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 06:44:00 GMT

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I have got the firing controls down, and I can have the turrets move from left to right using a centralized bone, but if one is forward the other one is back... I cannot make it go up and down though :-/

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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 07:23:00 GMT

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I have yet to get this to work (however, going to start again, I didn't think about this) but..... if you use a text script to make the chinook, might you spawn the bones and stuff that is used to attach a vehicle? And make the vehicle the gun?? Thus you can have the chinook play an animation or something (or if you want, let someone pilot) and the turret will stay stuck to the chinook. You'd have to wait (or make) for some scripts if you want to make it so you can buy the vehicle like this, though.Edit: Dang.....IT WORKS!!!! [ December 06, 2002, 07:28: Message edited by: NameHunter ]

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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 08:24:00 GMT

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could I ask someone model the normal chinook and add those turrets just for looks..?Those windows on the chinook look rather dumb in my opinion and could really use the guns. [ December 06, 2002, 08:25: Message edited by: generalfox ]

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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 15:41:00 GMT

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quote:Originally posted by generalfox:could I ask someone model the normal chinook and add those turrets just for looks..?Those windows on the chinook look rather dumb in my opinion and could really use the guns.I have a copy of the Single Player GDI Chinook  
<http://dante.havocide.com/modX/index.php?directory=Models/Vehicles> [ December 06, 2002, 15:52: Message edited by: ApacheRSG ]

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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 16:14:00 GMT

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quote:Originally posted by ApacheRSG: quote:Originally posted by generalfox:could I ask someone model the normal chinook and add those turrets just for looks..?Those windows on the chinook look rather dumb in my opinion and could really use the guns.I have a copy of the Single Player GDI Chinook <http://dante.havocide.com/modX/index.php?directory=Models/Vehicles> Yay , the camerof I put them in the deta folder, will they work in Renegade? [ December 06, 2002, 16:16: Message edited by: generalfox ]

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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 20:50:00 GMT

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Nope, you have to include them in your map using temporary presets (If you want a mix) or a regular preset if you wanna have a pkg. They are actual vehicle models and not just a skin or sound.

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Subject: Two turrets?

Posted by [Anonymous](#) on Fri, 06 Dec 2002 23:36:00 GMT

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on this theory, left button & left turret could be MuzzleA0, and the right button & right turret could be MuzzleB0BE SURE TO CREATE YOUR BONES FROM THE TOP VIEW TO ENSURE PROPER ALIGNMENT!!!! << i can't stress that enough, as it says in the westwood how to's on vehicles...try that out, as far as it not moving down etc... that is most likely in level editor weapon & vehicle setup

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