Subject: Turret Help
Posted by Anonymous on Sat, 08 Feb 2003 22:26:00 GMT
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Uh, yeah. I was pretty bored so I made an ever so wonderful turret. I "borrowed" the Origin.00 Turret.00 Barrel.00 and MuzzleA.00 from the Single player Nod turret. I think i connected all of them together? Should I make the pyhsical, projectile, etc checked for the part of the turret that will actully be visable? I popped it in commando, but after loading it in Renegade, my mediam tank could push it around like a big ol' turret on ice getting pushed around by a mediam tank (   ). I couldnt target it, and it wouldnt shoot back either. My origin, turret,muzzle,and barrel are all inside a big sphere, you would think they would shoot out of it right? What should i doooooo?EDIT:I also grouped it all before i exported... [February 08, 2003, 22:28: Message edited by: bigwig992]

Subject: Turret Help
Posted by Anonymous on Sun, 09 Feb 2003 10:55:00 GMT
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Uhh, like this? http://www.n00bstories.com/image.fetch.php?id=2094684624 And this is it in commando, just so you can get the feel of the size...
http://www.n00bstories.com/image.fetch.php?id=1179776994 If you can't explain it in one post, get me online, kidrage11, or kidrage11@attbi.com

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Subject: Turret Help
Posted by Anonymous on Sun, 09 Feb 2003 12:13:00 GMT
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Take a screenshot of the heirachy, and the model itself in wireframe, I might be able to see what is wrong with it, if anything.