Subject: Re: How Do I Set Were The Guns Are On A Model AsI Amn Trying To Figure Out Modeling
Posted by Dealman on Sun, 30 Dec 2007 16:31:52 GMT

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cpjok wrote on Sat, 29 December 2007 22:38s all i do is name tesecnonary weapon and primary weapon places to one of them

What?

What you do is create an small box, name it MuzzleA0 and place it where the first primary projectile should come from. Then copy that box and name it MuzzleA1. There's where the second projectile will come from.

Repeat same with MuzzleB0 & MuzzleB1. Remember there may ONLY 2 Primary muzzles and 2 Secondary muzzles. Also remember to select those 4 bones and go to W3D Settings and un-tick the "Export Geometry" box. Then you gotta link the bones to the vehicle so the bones don't stay at middle of map while the vehicle is in the air.

I suggest you link the Muzzle bone(s) to the v_chassi or v_barrels. Depends on what sort of vehicle you use.

Once again I really suggest you use Renhelp.