## Subject: 2 turrets
Posted by LR01 on Wed, 25 Feb 2009 10:57:01 GMT

View Forum Message <> Reply to Message

How can I have 2 turrets rotatable?

making 2 turrets bones won't work of course, link a other bone to the turret bone won't do the trick either.
Just to be clear, I have 2 meshes I want to move whit the turret bone, they both need to be rotated, like I want 2 turret bones.

well, is it even possible?