
Subject: CLOSED well not closed but dont need no more help on this

Posted by [cpjok](#) on Fri, 28 Dec 2007 03:57:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok i have been trying to become a modeler and i have made a little boring units jet and i was to set were the guns are on it ike

theres 2 parts on bottom were want it to shoot from

ok this is it and like i said im trying to learn so its not good

ok

the pink cones with black box around them i want them primary weapon

and

the blue cones with gree square around them i want to be secondary weapon

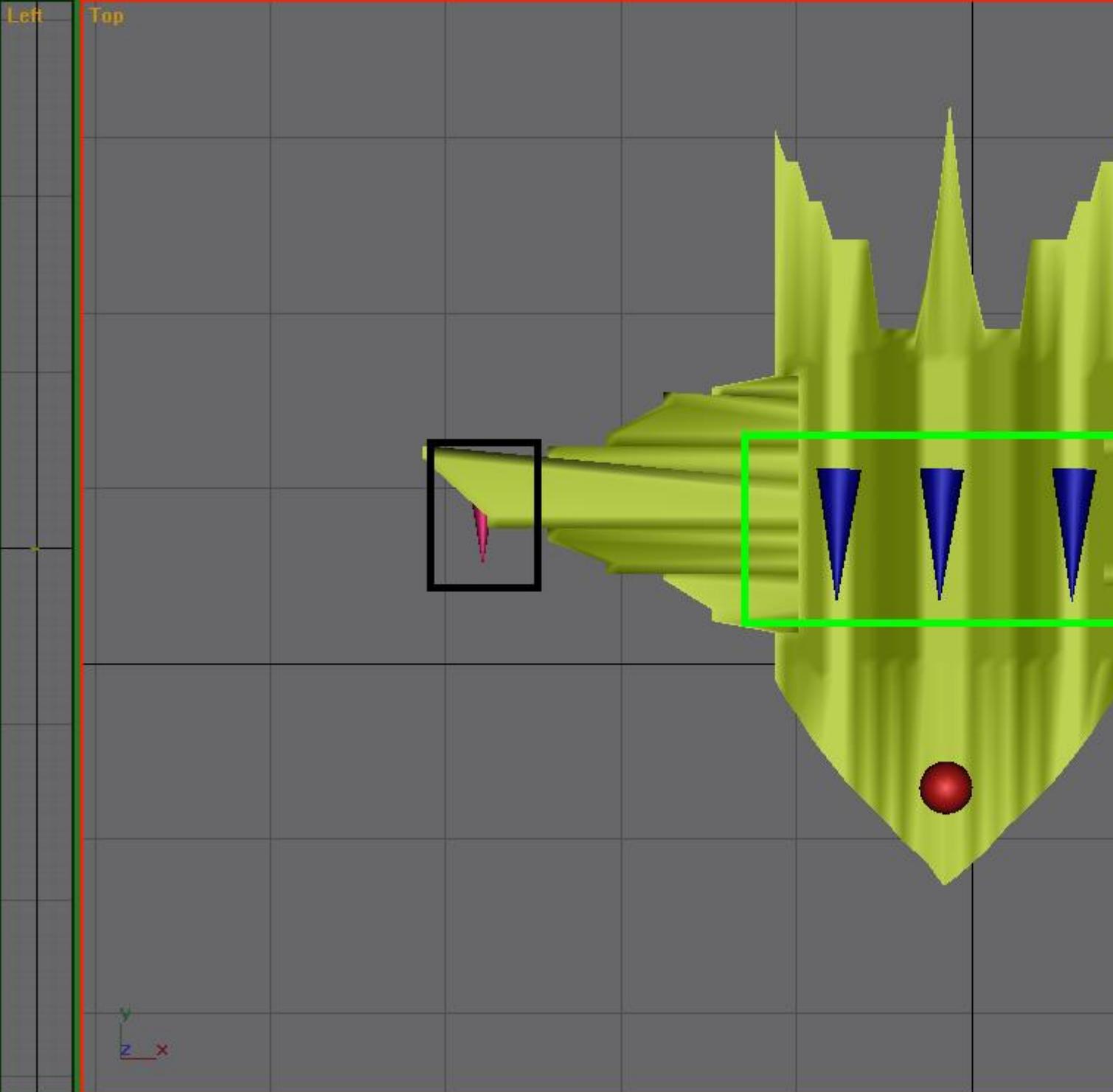
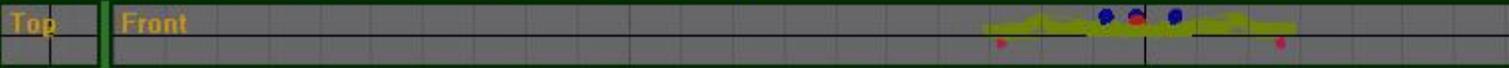
so how o i set them

File Attachments

1) [jet.JPG](#), downloaded 1020 times



Objects Shapes Compounds Lights & Cameras Helpers Modifiers Modeling



0 / 100



Subject: Re: How Do I Set Were The Guns Are On A Model Asl Amn Trying To Figure Out Modeling

Posted by [Dreganius](#) on Fri, 28 Dec 2007 06:47:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: How Do I Set Were The Guns Are On A Model Asl Amn Trying To Figure Out Modeling

Posted by [Ethenal](#) on Fri, 28 Dec 2007 07:13:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

wut r grammers

Subject: Re: How Do I Set Were The Guns Are On A Model Asl Amn Trying To Figure Out Modeling

Posted by [dead6re](#) on Fri, 28 Dec 2007 20:22:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

You need to bone the model with certain names that will set the position of the "weapon". Don't ask me the names though.

These might help:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=59>

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=60>

Subject: Re: How Do I Set Were The Guns Are On A Model Asl Amn Trying To Figure Out Modeling

Posted by [cpjok](#) on Sat, 29 Dec 2007 01:55:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

i read the renX tutorial about it i dont get how to set second and primary weapons

Subject: Re: How Do I Set Were The Guns Are On A Model Asl Amn Trying To Figure Out Modeling

Posted by [Dealman](#) on Sat, 29 Dec 2007 10:27:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Read Renhelp's tutorials about boning a VTOL. But as you always complain on Renhelp I guess I could help you.

You want to get the weapons working, ok. A vehicle can have maximum 2 Primary barrels, 2 secondary barrels. (MuzzleA0, MuzzleA1 and MuzzleB0, MuzzleB1.)

MuzzleA0 is where the first projectile comes from Primary Fire.

MuzzleA1 is where the second projectile comes from Primary Fire.

MuzzleB0 same thing but with Secondary Fire.

MuzzleB1 same thing but with Secondary Fire.

Remember to tick off export geometry in W3D settings (BONES ONLY). Also to link them to the vehicles Barrels. On a plane I think you can link it on the hull/chassis.

My hint are: USE RENHELP!

Subject: Re: How Do I Set Where The Guns Are On A Model AsI Amn Trying To Figure Out Modeling

Posted by [cpjok](#) on Sat, 29 Dec 2007 21:38:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

s all i do is name tescenary weapon and primary weapon places to one of them

Subject: Re: How Do I Set Where 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

[View Forum Message](#) <> [Reply to Message](#)

cpjok wrote on Sat, 29 December 2007 22:38s all i do is name tescenary 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.

Subject: Re: How Do I Set Were The Guns Are On A Model AsI Amn Trying To Figure Out Modeling

Posted by [crazfulla](#) on Wed, 02 Jan 2008 14:49:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

what you do is

READ THE TUTORIAL

Subject: Re: How Do I Set Were The Guns Are On A Model AsI Amn Trying To Figure Out Modeling

Posted by [Dealman](#) on Wed, 02 Jan 2008 17:18:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

crazfulla wrote on Wed, 02 January 2008 15:49what you do is

READ THE TUTORIAL

Aye I agree with you, be I guess he can read so you don't have to change size to 7. Also you'd better help him as he doesn't seem to know how to follow an tutorial.

Subject: Re: How Do I Set Were The Guns Are On A Model AsI Amn Trying To Figure Out Modeling

Posted by [fatalcry](#) on Sun, 13 Jan 2008 15:36:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

sorry for bringing this topic up again but can a turret have a duel muzzel?

if so what are the names and do i need two barrels?

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, 13 Jan 2008 20:02:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes turrets may have 2 barrels, same names as normal.

MuzzleA0, MuzzleA1 | MuzzleB0, MuzzleB1

Turrets may also have secondary weapons too, there's a script wich tells the turret when to use the Secondary fire. For example primary is used on infantry and secondary on tanks.
