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Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [Deactivated](#) on Wed, 14 Jul 2004 13:16:31 GMT

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Add new fuction to JFW\_Create\_Destroy\_Object\_On\_Custom\_Bone:

When the parent object is destroyed it is attached to, it should destroy itself.  
(Can done with Explosion)

I'm using this script to spawn exhaust smoke effects when something enters the vehicle.

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