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Subject: Attach to bone :S

Posted by [theplague](#) on Sun, 29 Jan 2006 08:37:18 GMT

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```
Here is the code i use:rlogo = Commands->Create_Object_At_Bone(obj, "Invisible_Object", "K_R
UPPERARM");
llogo = Commands->Create_Object_At_Bone(obj, "Invisible_Object", "K_L UPPERARM");
Commands->Attach_To_Object_Bone(rlogo,obj,"K_R UPPERARM");
Commands->Attach_To_Object_Bone(llogo,obj,"K_L UPPERARM");
Commands->Set_Model(rmedal, "p_doubdam");
Commands->Set_Model(lmedal, "p_doubdam");i wanted it to attach to the upper arms, but no
matter what bone name i try, it always ends up on the butt...
```

here are the bone names i have:

```
C_ENO_H
C_ENO_
WORLDBOX
K_R THIGH
K_R CALF
K_R FOOT
K_L THIGH
K_HEAD
K_L CALF
K_L FOOT
K_PELVIS
BOUNDINGBOX
K_ABDOMEN
K_CHEST
K_NECK
K_R UPPERARM
K_R FOREARM
K_R HAND
K_L UPPERARM
K_L FOREARM
K_L HAND
K_HEAD
```

can someone tell me what i'm doing wrong? cos this is really annoying...

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### File Attachments

1) [ScreenShot47.jpg](#), downloaded 293 times

