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Subject: Re: HS only mod!!!

Posted by [Ivan275](#) on Mon, 11 Sep 2006 19:14:01 GMT

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get\_damage\_bone\_name is in the scripts, scripts.h file i think, but i have no idea how to use it, the function takes no parameters so i don't know how it would know what object i want to get the damage bone from. I quickly tried it last night it but it didn't return any thing...

your best bet for now is to do the scriot change i sugested a few posts ago.

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