
Subject: Re: scripts.dll 3.0 WIP update

Posted by [jonwil](#) on Sun, 24 Sep 2006 14:53:16 GMT

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

thing is, even though the animation makes it look like its moved, the game still thinks its in the same place (if you call Commands->Get_Position on the object, it will still be the same position).

I think I might know of a solution to your problem though, what would really help is if you could show me some examples of the base model and animations that you are working with.
