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Subject: Re: Preset?

Posted by [reborn](#) on Tue, 29 May 2007 02:36:39 GMT

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```
GameObject *harnessthing = Commands->Create_Object_At_Bone(obj,"Invisible_Object");
  Commands->Set_Model(harnessthing, "XG_HD_Harness");
  Commands->Attach_To_Object_Bone(harnessthing, obj, "bone part");
```

Or just mod a preset under the physics tab so that it reads for that model name insteal of a barrel or something, then the barrel preset will actually use the harness instead. Would require a custom objects file on the server that way, but meh.

I think "Commands->Set\_Model" is your best bet =]

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