
Subject: Re: Parachute W3d name
Posted by [Veyrdite](#) on Sat, 25 Aug 2007 00:04:38 GMT
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Thanks Jerad.

EDIT: And what script do i use to attach it to the chest bone of a male char?

EDIT2;

JFW_Vehicle_Extra_2 (script to create an extra vehicle object e.g. a turret at the specified bone of a vehicle)

Extra_Preset (preset to create)

Bone_Name (bone to attach to)

Ill try this on the char with the C bone

EDIT3:Nup, just crashes as soon as the game starts.
