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Subject: Re: Mesh script zone binding

Posted by [reborn](#) on Mon, 31 Aug 2009 08:15:26 GMT

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I don't know if that's possible or not. It might be, but I do know that you could add an invisible object at a bone of the vehicle (make a bone at the blade you speak of), and add a script to that. The script would basically be like a death aura for infantry... So you get the same effect as you want...

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