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Subject: Re: Mech scripts

Posted by [jlhill17](#) on Mon, 28 Nov 2011 16:13:53 GMT

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I can do what I need with the reborn script, but just for trivia sake I tried the JFW script again as explained above, but it still gives me an internal error when I try to build a vehicle with this script attached. I set it up like I described above with the animation set to vikingmech.vikingmech as recommended. Any ideas?

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