
Subject: if anyone is using the Attatch_To_Object_Bone script command

Posted by [jonwil](#) on Tue, 13 Apr 2004 11:44:23 GMT

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

I should point out that the first GameObject is the object to attatch and the second is the one to attatch it to.

Not the other way around (like I had it documented previously).

This is why JFW_Visible_Person_In_Vehicle wasnt working.
