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Subject: Parachute W3d name  
Posted by [Veyrdite](#) on Fri, 24 Aug 2007 09:00:30 GMT  
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What is the name so i can extract it from always.dat, and what script do i use to attach it to the chest bone?

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Subject: Re: Parachute W3d name  
Posted by [Jerad2142](#) on Fri, 24 Aug 2007 13:03:33 GMT  
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X5D\_Parachute

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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.

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Subject: Re: Parachute W3d name  
Posted by [Jerad2142](#) on Sun, 26 Aug 2007 14:26:58 GMT  
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dthdealer wrote on Fri, 24 August 2007 18:04Thanks 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.

In one or two months I will be releasing the rp2 scripts, you can use that parachute script once it is released.

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Subject: Re: Parachute W3d name

Posted by [Veyrdite](#) on Sat, 01 Sep 2007 05:35:24 GMT

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thanks

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Subject: Re: Parachute W3d name

Posted by [Jerad2142](#) on Sat, 01 Sep 2007 08:00:56 GMT

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opps

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Subject: Re: Parachute W3d name

Posted by [Veyrdite](#) on Sat, 01 Sep 2007 23:57:09 GMT

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opps?

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