Subject: Attaching an object to a beacon
Posted by iRANian on Sun, 18 Mar 2012 19:48:27 GMT

View Forum Message <> Reply to Message

Does anyone know of a way to attach an object to a beacon? Can't seem to get it to work with Commands->Attach_To_Object_Bone()

Subject: Re: Attaching an object to a beacon
Posted by iRANian on Sun, 18 Mar 2012 22:20:33 GMT

View Forum Message <> Reply to Message

Hmm, might have found another way to do what I want to do, I'll test it out tomorrow.