Subject: if anyone is using the Attatch_To_Object_Bone script command
Posted by jonwil on Tue, 13 Apr 2004 11:44:23 GMT
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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_Vechicle wasnt working.

Subject: if anyone is using the Attatch_To_Object_Bone script command
Posted by vloktboky on Tue, 13 Apr 2004 19:10:57 GMT
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I thought that was well known already. Look in my server side CTF code.