Subject: Greg, anyone: Rotor bone....
Posted by Anonymous on Wed, 06 Nov 2002 10:07:00 GMT

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Also greg, the Seat bone, how does it work?i mean, if i make a vehicle and i add this seat bone, and i put "occupant visible" option, u see the soldier... i know, but is there a way to choose how we want it placed?do i must link Human Bone to the Seat bone? and that will define my soldier position in the vehicle?