## Subject: Re: Bone rotation
Posted by Jerad2142 on Thu, 31 Jan 2008 17:16:00 GMT

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cnc95fan wrote on Thu, 31 January 2008 09:51Huh? Make a gun mounted on the back of a plane that fires a projectile strong enough to make it take off...
Lol, if it was that simple it would have been in the game it would have been done before the first scripts were even made. If you attach an object to another object the attached object will have no ability to move the attached object, or if it does manage to collied with the other object it might launch you into blue hell.

That also doesn't answer the question.