
Subject: Re: Help On vet System

Posted by [mr£Ä§Ä·z](#) on Sun, 27 Apr 2008 16:36:24 GMT

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```
GameObject *Icon2 = Commands->Create_Object_At_Bone(obj,"Invisible_Object", "C L  
UPPERARM");
```

```
If get SBH Preset bla bla
```

```
Destroy_Object(icon2);
```

```
Destroy_Object(icon1);
```
