Subject: scripts.dll 1.5
Posted by kirby651 on Sun, 22 Feb 2004 05:41:09 GMT
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ok. a script that attaches a object to a bone of anouther object but still tracks there health sepretly.
so you can have a trans chopper with a gunnturret clamped to the side or a script zont that follows
a player\object(stelth zone\damage zone)

maby a transform script that keeps the player in the tank\object as it transforms.