
Subject: Attach to bone :S

Posted by [theplague](#) on Sun, 29 Jan 2006 08:37:18 GMT

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Here is the code i use:rlogo = Commands->Create_Object_At_Bone(obj, "Invisible_Object", "K_R UPPERARM");

llogo = Commands->Create_Object_At_Bone(obj, "Invisible_Object", "K_L UPPERARM");

Commands->Attach_To_Object_Bone(rlogo,obj,"K_R UPPERARM");

Commands->Attach_To_Object_Bone(llogo,obj,"K_L UPPERARM");

Commands->Set_Model(rmedal, "p_doubdam");

Commands->Set_Model(lmedal, "p_doubdam");i wanted it to attach to the upper arms, but no matter what bone name i try, it always ends up on the butt..

here are the bone names i have:

C_ENO_H

C_ENO_

WORLDBOX

K_R THIGH

K_R CALF

K_R FOOT

K_L THIGH

K_HEAD

K_L CALF

K_L FOOT

K_PELVIS

BOUNDINGBOX

K_ABDOMEN

K_CHEST

K_NECK

K_R UPPERARM

K_R FOREARM

K_R HAND

K_L UPPERARM

K_L FOREARM

K_L HAND

K_HEAD

can someone tell me what i'm doing wrong? cos this is really annoying...

File Attachments

1) [ScreenShot47.jpg](#), downloaded 812 times

