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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...

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## File Attachments

1) [ScreenShot47.jpg](#), downloaded 810 times

