
Subject: Re: Traveling
Posted by [jnz](#) on Sat, 14 Jul 2007 18:15:29 GMT
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Thats a shame, really.

I need to attach an object to the bone of another object, but on an offset. The only idea i had for this was to do it like:

Main Object

||
V

Some object

||
V

Some object

||
V

Some object

||
V

My object

Then set the models of "Some object" to "(null)". I don't know weather this will even work. Maybe there is a better way?
