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Subject: Re: Parachute W3d name

Posted by [Jerad2142](#) on Sun, 26 Aug 2007 14:26:58 GMT

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dthdealer wrote on Fri, 24 August 2007 18:04 Thanks Jerad.

EDIT: And what script do i use to attach it to the chest bone of a male char?

EDIT2;

JFW\_Vehicle\_Extra\_2 (script to create an extra vehicle object e.g. a turret at the specified bone of a vehicle)

Extra\_Preset (preset to create)

Bone\_Name (bone to attach to)

Ill try this on the char with the C bone

EDIT3:Nup, just crashes as soon as the game starts.

In one or two months I will be releasing the rp2 scripts, you can use that parachute script once it is released.

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