

---

Subject: Bone rotation

Posted by [Jerad2142](#) on Wed, 30 Jan 2008 18:23:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Just wanted to make sure before I made this project I am working on that there is no way to get bone rotation and set bone rotation.

Mainly just set a bone's Rotation, I know how to get a bones rotation though attaching an object.

Actually I would also like to know if there is a way to get and set the X, Y, and Z rotation of an object as well.

---