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Subject: Re: Help On vet System

Posted by [\\_SSnipe\\_](#) on Sun, 27 Apr 2008 16:53:01 GMT

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still not working..

```
GameObject *Icon = Commands->Create_Object_At_Bone(obj,"Invisible_Object", "C R
UPPERARM"); if
(strcmp(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_2SF") == 0)
{ Commands->Destroy_Object(Icon);
}
else {
Commands->Attach_Script(Icon,"MDB_SSGM_Destroy_When_Object_Destroyed",ToString(Co
mmands->Get_ID(obj)).c_str());
vIconID = Commands->Get_ID(Icon);
Commands->Set_Model(Icon, "p_keycrd_grn");
Commands->Attach_To_Object_Bone(Icon, obj, "C R UPPERARM");
}
```

Quote:The problem is

It may be destroying the new object

but its not getting rid of the one that was already there

thats what he stated

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