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Subject: Re: vtach/detach command

Posted by [Jerad2142](#) on Thu, 30 Sep 2010 19:13:47 GMT

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Attaching it to itself does the trick.

Commands->Attach\_To\_Bone(AttachedVehicle,AttachedVehicle,"origin");

Also make sure to disable the vehicle's collisions once its attached or else it will collide with the attacher's bounding box.

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