Posted by Neijwiert on Thu, 13 Feb 2014 21:05:30 GMT

Use: Commands->Attach_Object_To_Bone (if i can remember it correctly its written like this). If you want it positioned correctly you probably need to make custom bones for models.

This is a feature in the ren engine that does what you need.

Basicly it attaches an object to a bone in the bone structure of a model. and whenever a translation is applied to that particular bone, then the object(s) attached to it will move along with the same relative translation.