
Subject: Mesh script zone binding
Posted by [Poskov](#) on Mon, 31 Aug 2009 03:02:47 GMT
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Is it possible to bind a script zone with a vehicle mesh?

So if I made a tank with blades, a death zone binded to the blade mesh would kill you once contacted, even if the vehicle isn't moving

Subject: Re: Mesh script zone binding
Posted by [reborn](#) on Mon, 31 Aug 2009 08:15:26 GMT
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I don't know if that's possible or not. It might be, but I do know that you could add an invisible object at a bone of the vehicle (make a bone at the blade you speak of), and add a script to that. The script would basically be like a death aura for infantry...
So you get the same effect as you want...
