Subject: Question about the object hook(hooking bullets, etc.)
Posted by Tunaman on Sat, 14 Jul 2007 09:23:47 GMT

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Is it possible to be able to attach a script to the bullets of something? I tried doing it through an object hook but then I found out that it didn't catch things such as bullets, etc.

Is there a better(or another) way of getting something's GameObject? Right now I'm just attaching scripts to them in my object hook.