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Subject: Vehicle Bone Problem

Posted by [Anonymous](#) on Fri, 22 Nov 2002 19:39:00 GMT

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ok, here is the scenerio...i am "boning" a turret style weapon..everything is great, i have it setup just like i have seen...problem is, the weapon shoots about .5 meters over the characters head. it will DESTROY a vehicle, but the character runs around unscathed...please help

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