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Subject: Greg, anyone: Rotor bone....

Posted by [Anonymous](#) on Thu, 07 Nov 2002 06:39:00 GMT

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quote:Originally posted by Francois:Also greg, the Seat bone, how does it work?i mean, if i make a vehicle and i add this seat bone, and i put "occupant visible" option, u see the soldier... i know, but is there a way to choose how we want it placed?do i must link Human Bone to the Seat bone? and that will define my soldier position in the vehicle?

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