
Subject: Re: Thoughts on 2.7 and beoynd
Posted by [Spice](#) on Mon, 03 Apr 2006 17:45:45 GMT
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so for character weapons we can now have a muzzleA and muzzleB bone?! We can also have more turret, barrel and muzzle bones in general?

Such as MuzzleA0, MuzzleA1 and MuzzleA2 and it will cycle through each as it fires?
