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Subject: Re: Skin that weapon ==

Posted by [Altzan](#) on Sun, 08 Mar 2009 19:30:25 GMT

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I'll have to re-import into gmax first, meaning the bones will have to have "Export Geometry" unchecked again.

Here, and thanks for looking at it

File Attachments

1) [NewZip.zip](#), downloaded 105 times

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