

---

Subject: Re: Skin that weapon =<  
Posted by [Altzan](#) on Sun, 08 Mar 2009 19:30:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 48 times

---