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Subject: Re: Problem with 3ds max

Posted by [crysis992](#) on Sun, 22 Nov 2009 02:57:39 GMT

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sry its 4.00 am here

i mean where the bullet leaves my turret,

i placed the muzzle bone, at end of the barrel, linked it to the turret bone, but it still dont rotate :\$  
did i something wrong?

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