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Subject: Re: Now it is crazy arms...

Posted by [ChewML](#) on Sat, 05 Dec 2009 00:48:08 GMT

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danpaul88 wrote on Fri, 04 December 2009 18:21 Nobody expected you to have rotated it after importing it I suppose... why not rotate the view instead of the model?

Coz i r noob and don't know how to, lol.

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