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Subject: bones

Posted by [reborn](#) on Wed, 30 May 2007 09:27:24 GMT

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The bones.ini file is helpful for referencing the names of bones for player presets, but where can I find such a list for vehicles?

If someone can help then I would appreciate it =]

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Subject: Re: bones

Posted by [IronWarrior](#) on Wed, 30 May 2007 16:39:25 GMT

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Ah, wish I could help you m8, but dont know.

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Subject: Re: bones

Posted by [jnz](#) on Wed, 30 May 2007 16:50:43 GMT

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Open it up in w3d viewer and look in there.

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