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Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i  
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:09:00 GMT

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I'm glad to see that you have followed the original Greg Hjelstrom tutorial I'm also planning on reworking all the extracted vehicle bones so that they can be used for just the purpose you have proven that they can be used for Did you have to do anything to the skeleton i sent you or did you just attach your meshes to the bone hierarchy?.....just curious Eric.

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