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Subject: Bones

Posted by [bigwig992](#) on Thu, 24 Apr 2003 22:55:18 GMT

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Bones are cubes with certain names. Just make a good sized cube and name it WheelP01 or something like that. Keep open the westwood tutorial or ren help when naming them. For wheels, bones go like this in order:

Physical Wheel mesh -->WheelC --> WheelP --> Origin

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