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Subject: Re: Thoughts on 2.7 and beyynd  
Posted by [Spice](#) on Thu, 30 Mar 2006 06:37:10 GMT  
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Is it possible to inscrease the ammount of total muzzle bones on a vehicle and weapon? Like with weapons you can only have one muzzleA bone, and with vehicles you can have two muzzleA bones and two muzzleB bones.  
the same thing with the maxium ammounts of turret and barrel bones?

Maybe there is a parameter somewhere you can hexedit in to the exe?

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