
Subject: Re: Maximum number of muzzle bones
Posted by [danpaul88](#) on Wed, 19 Apr 2006 11:31:21 GMT
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.... if you ever figure that out I would be very happy also, what about weapons having multiple muzzles? (EG muzzlea0 and muzzlea1) I tried it and it does not work at the moment (even though the readme that came with mod tools says it should... >.< maybe they removed that or never got around to setting it up...)
