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Subject: Skeleton?

Posted by [bigwig992](#) on Thu, 05 Jun 2003 15:10:03 GMT

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Is there a .max skeleton out there? One probley comes with the HowTo folder, but there are just too many boxxes and meshes, I don't dare fool around with it. I just want the skeleton so I can make simple animations for my infantry to perform. Kind of like Dante's "Ninja Officer" in his camera test. Thanks in advance.

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