
Subject: Re: max(7) Gun Hands Anyone?
Posted by [Zion](#) on Mon, 09 Apr 2007 11:29:24 GMT
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Relink them?

Go from the tip of the object to the elbo joint. Repeat for each other finger and that's it.

Oh, and don't forget, w3d unwelds the mesh so reweld them. You may have to link the vertecies to the point helpers again though,
