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Subject: Re: Preset?

Posted by [Jerad2142](#) on Tue, 29 May 2007 13:29:28 GMT

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The harness is not a preset, it is only a .w3d file. If it does have any bones, you could find them by looking at cinematic files, and if the helicopter is carrying a vehicle you could see what bone the vehicle is attached to (I am fairly sure the vehicle is attached to the helicopter itself, but I could be wrong).

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