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Subject: Re: Replace main characters

Posted by [jamiejrg](#) on Sat, 09 Jun 2007 17:48:53 GMT

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It's not big head until you modify the K bones. ie the projectile colision bones. The only advantage this would give someone would be being able to see the head better.

Keep in mind. Renegade doesn't use the character mesh as the projectile collision.

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