
Subject: Re: Hand positions in 3ds max.

Posted by [Gen_Blacky](#) on Thu, 14 May 2009 17:57:18 GMT

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just use gmax haha thats what I use , 3ds max just has a whole bunch of new features that u don't need. You also just can recreate the bones for the gun hands , just import f_skelton and relink them . I might convert it for you when I get home.
