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Subject: Re: Boning Characters in 3DS max  
Posted by [Gen\\_Blacky](#) on Tue, 21 Jul 2009 02:38:14 GMT  
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add the wwskin tool to your toolbar also add bind to spacewrap so you can link the mesh to the wwskin or you u can add a hotkey for each tool.

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### File Attachments

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1) [11.jpg](#), downloaded 255 times

