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Subject: Re: Switching characters using gmax/renx...  
Posted by [ChewML](#) on Sun, 25 Oct 2009 17:58:39 GMT  
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ErroR wrote on Sun, 25 October 2009 17:29oh crap, E! Is right. I forgot :s import Locke\_I0 and export as c\_ag after boning

Yea, I started using the locke\_10... but when it is all lined up I can't it to bind right? See the post 2 above for the SS.

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