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Subject: little building problem

Posted by [Sanada78](#) on Tue, 02 Mar 2004 22:29:33 GMT

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I think it's because you haven't linked the light to the correct bone/ag or the MCT.

The same thing happens with tanks that have a muzzle flash. If you don't link the muzzle flash ag to the muzzle bone, then the flash will appear at 0X, 0Y, Z0 like you're seeing in the picture.

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