
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.

File Attachments

1) [11.jpg](#), downloaded 719 times

