

LIMB BASED MEDICAL COMPONENT

Patch Notes v1.0.1

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- Issues causing odd twisting in the wrists during some animations has been fixed (This is due to twist bones. Additional weighting to your characters mesh may be needed to perfect these depending on how well the mesh is weighted)
- Replication issues with the death screen have been fixed
- A direct reference to the item when attached is now set, making it easier to deal with integrations into other inventories.