
Subject: Nod Buggy in gmax ???

Posted by [Anonymous](#) on Sun, 19 Jan 2003 21:24:00 GMT

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quote:Originally posted by SGT.May:I have extracted the nod buggy for you.just remember.....the bones in the vehicle are animation bones.....they are not like the bones in the westwood tutorials.These are connected together in their original hirearchy from the model.I thought Dante was the only one who currently has the extractor tool?
