
Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 01:43:00 GMT

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Uhm, Lets say if it was for THe auto rifle, you would name it f_ha_rifl_idle.w3d. For all the names of everything just look through your always.dat. Export it as animtion only, eport just the bones. [January 13, 2003, 03:41: Message edited by: psychoarmy]
