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Subject: Re: ..

Posted by [Sir Phoenixx](#) on Wed, 07 May 2003 03:07:20 GMT

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tarsonis9no modeling experience what so ever here. I emant along the lines of a cinematic script

No modeling experience needed at all to attach a model that is already complete and fully textured to existing bones. All you have to do is attach the bones to the right pieces and it's finished. Then set it's settings in Commando.

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