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Subject: Re: SWMOD Updates

Posted by [jonwil](#) on Tue, 14 Mar 2006 12:21:12 GMT

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If their art guys can pull off usable AT-AT models, there is no reason why one of the various walker scripts we now have (e.g. the one we are using for reborn for the Mammoth MK II and the Titan and etc) wont be able to be used to rig it up.

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