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Subject: Re: 3 new guns

Posted by [Reaver11](#) on Sun, 08 Jun 2008 08:46:27 GMT

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What you could do is import the model in your Renx and display the uvw unwrap map of the saw so you could be able to remake the texture of the saw that you are missing

If im correct the uvw unwrap maps should be in one piece after the import.

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