Subject: Re: Pedo Bear Havoc skin Posted by Di3HardNL on Thu, 25 Sep 2008 19:00:05 GMT View Forum Message <> Reply to Message

open any file that has a I0 at the end is good remember i told you about viewing chars in w3dview that you should open those because they contain the model. for example for havoc c_havoc_I0.w3d

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums