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Subject: Re: {REQUEST!}

Posted by [Mauler](#) on Sun, 19 Oct 2008 21:48:39 GMT

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First of all the mesh in the gmax file (excluding bones) have to have the name of character example C\_AG\_NOD\_MGO which is the Minigunner Officer and the when you export save the file as the same thing.. hope this is clear to you, you can view the other names with XCC Mixer all multiplayer models start with C\_AG\_

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