Subject: Re: Beta Models
Posted by IronWarrior on Wed, 27 May 2009 12:09:26 GMT

rrutk wrote on Tue, 26 May 2009 05:24They are all boned in my mod. including gmax files. just open the pgk with mix editor.

Any chance you could make a file with all the boned betas please, would like to add that to Game-Maps.NET, credit will be given due for your work in boing them.

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