
Subject: Re: request of danpaul: Mesa_Rush
Posted by [Distrbd21](#) on Fri, 11 Dec 2009 17:27:21 GMT
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Yes i know i would have to redo alot if i can get my w3d importer working for 3ds max 8 i will look at it and take off the defe and texture it the same, as for the fix i would have to give the files to who ever did the fix before to apply it on this one..

and no i'm not w8ing for reborns script.
