
Subject: Re: alien/xenomorph modle

Posted by [ErroR](#) on Mon, 01 Feb 2010 20:04:03 GMT

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not necessary, if you have steam and any of the half life games then you can rip from here
www.garrysmo.d.org shitload of models, don't have the tools to do it anymore so if anyone wants
tut here

<http://blog.meltingice.net/2006/05/14/how-to-export-half-life-2-characters/>
