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Subject: Re: havoc-->reborn commando

Posted by [NACHO-ARG](#) on Fri, 06 May 2011 06:34:46 GMT

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i think the texture is fine, it seams a litle bit mess up but that is the camo rotating efect like the one sbh uses. as for the helmet i really had a lot of fun trying to align the inside par of it lol, and the glass part i agree it needs some fixes to look beter, btw thanks for your advice guys.

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