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Subject: Dogs

Posted by [zunnie](#) on Wed, 18 Aug 2010 17:16:56 GMT

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Does anyone have a gmax Dog model for me maybe?

I'm wanting to make an RA:APB Spy mission and need a dog unit to attack the spies

Thanks for any help

Greetz zunnie

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Subject: Re: Dogs

Posted by [reborn](#) on Wed, 18 Aug 2010 18:30:27 GMT

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Might find something here, max diles should easily convert to gmax.

[http://www.turbosquid.com/Search/Index.cfm?keyword=dog&page\\_num=1](http://www.turbosquid.com/Search/Index.cfm?keyword=dog&page_num=1)

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Subject: Re: Dogs

Posted by [Gen\\_Blacky](#) on Wed, 18 Aug 2010 19:57:54 GMT

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here is a dog. Needs to be textured.

#### File Attachments

1) [Dog.zip](#), downloaded 120 times

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Subject: Re: Dogs

Posted by [YazooGang](#) on Sat, 21 Aug 2010 00:24:18 GMT

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I remember playing this mod and there was some kind of test map with a dog, you might want to get it off from this mod...

<http://laeubi.laeubi-soft.de/?go=mods&sub=3>

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