
Subject: Generals Renegade?!

Posted by [Anonymous](#) on Sat, 22 Feb 2003 21:04:00 GMT

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quote:Originally posted by Taximes:Am I missing something? Import the Generals models with the W3d converter and give them the correct bones, then vwoila.Why's that hard?It would be easy...
Generals models are not complicated at all. Setting up those vehicles with the proper bones would take a short bit o' time.
