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Subject: skinning question

Posted by [Anonymous](#) on Wed, 12 Feb 2003 06:31:00 GMT

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hi folks.i'm working on another deathmatch map, and therefore i needed to extract the ww model of the crashed plane from the 4th mission on the nod isle.the wing and the tail part have textured corectly, but not the main part.[screen here ]i've got the texture and anything else, how can i skin this model now?i haven't found a good tut for this now

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