
Subject: 60MB of cut files (Now up for download!)
Posted by [Anonymous](#) on Wed, 01 Jan 2003 04:24:00 GMT
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Expanding on the "mobile machine gun" you have up there, the full model and texture is actually still inside the current always.dat with the name "v_nod_gunemp.w3d". I grabbed a screenshot of the Gun Emplacement. I'm really interested in seeing this in somebody's new mods/maps. Maybe it can be developed into a controllable anti-aircraft flak turret... just an idea.
