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Subject: Anyone know how to get the SSM launcher to work?

Posted by [Anonymous](#) on Fri, 22 Nov 2002 17:17:00 GMT

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You can't fix that vehicle, you would need the gmax for it. The only team who's successfully done the V-2\SSM would be th Renegade Alert team and that's because we got the 3DS Max file for it so we could edit the firing bones. Remember, it's a mod or a modification, not a MOD.

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