
Subject: Behemoth II Tank

Posted by [Anonymous](#) on Wed, 09 Oct 2002 15:39:00 GMT

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me too i almost find all the stuff.... i know exactly wich file to use, wich type of w3d to export them, how the naming system work BUT remain the **** Bone name....For FULL animated gun model, need exactly: 11 files for all animations, Just the reload one, well 3-5 files.
