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Subject: Re: OMFG MEGAMAN!

Posted by [jamiejrg](#) on Sat, 26 May 2007 22:19:11 GMT

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Scrin wrote on Sat, 26 May 2007 15:31jamiejrg wrote on Sat, 26 May 2007 15:29Scrin wrote on Sat, 26 May 2007 15:17interesting stuff mate

Thanks Scrin!  
but file itself not working

I re-exported it with the mesh names 'megaman' so you can't use it ingame. you are going to have to set up a temp in LE to try it out.

Also, Alex i may take you up on that.

Jamie

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