
Subject: Re: Weapon release

Posted by [mr£Ä\\$Ä-z](#) on Sat, 23 Aug 2008 22:31:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Download the model and texture it
i dont want to be credited....

Dont forget to convert the whole model to "Editable Poly" then it
will loose damn much Polys without changing the weapon
