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Subject: Re: Release : GDI Party Buildings!

Posted by [Di3HardNL](#) on Tue, 09 Sep 2008 20:26:31 GMT

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that gun looks very good! i never made very detailed things to be honest! but i know how to do it I am not sure if you can add emitters in 3ds max. il open it up and see if its possible! I just got the program but its complicated, but renx also was complicated in the beginning so it will work out.

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