
Subject: Re: Conversion

Posted by [Reaver11](#) on Sat, 20 Dec 2008 10:34:50 GMT

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I have converted it to gmax. You will have to re-texture parts of it but since it had basic coloring

All the turret parts are separate only the vehicles does not contain threads atm. (I guess it is a hover thingy. You can just import threads from a different tank and make them invisible)

File Attachments

1) [Tron_tankGAMX.zip](#), downloaded 49 times
