
Subject: Re: [Release] Beta Chemsprayer
Posted by [Reaver11](#) on Mon, 14 Sep 2009 15:08:45 GMT
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I will speak you on msn about the Dreg!

Also I was thinking about redoing the handpositions but that would mean gdi and nod will get the same handmodel. Which I personnaly really dislike. I havent found an to redo a complete reloading animation and still have the gdi and nod hands. So if anyone knows that please say the solution
