

---

Subject: Re: Another dumb question from me.  
Posted by [crisis992](#) on Sat, 17 Oct 2009 04:23:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

im not sure, but i would say open the "Locke" char with RenX put textures on it and save it with havoc model name? i think this should work, or?

---