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Subject: I finally did it :D

Posted by [Spyder](#) on Thu, 29 Oct 2009 10:41:58 GMT

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Yesterday I have been messing around with the Lineage II texture files and model files for a loooong time. Then finally, I managed to find a way to extract the models and convert them to 3DS Max, along with the textures

And here's the result (and probably some new personal model replacements):

Picture here...

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