
Subject: GDI, Nod & Unteamed Teleporters @ Dante's Mod X
Posted by [snipefrag](#) on Thu, 27 Mar 2003 13:01:09 GMT

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Halo ring me sometime i been busy with coursework i been having problems with Gmax cant select a face when trying to detach it..... Trust me its more complicated than it sounds.....

I did 150 pages of IT in 2 days last weekend so this weekend i will work on my new map i might even have some screenies next week
