
Subject: Abjab;
Posted by [Anonymous](#) on Sun, 15 Dec 2002 21:24:00 GMT
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Hey Abjab,I was wondering if you could please import a model and send to me in gmax format (or 3ds)If you have the time of course...F_SKELETONThanx

Subject: Abjab;
Posted by [Anonymous](#) on Mon, 16 Dec 2002 06:46:00 GMT
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I am not sure Abjab is still around, you can ask Dante, but you may have to wait a couple days, he is usually pretty busy...

Subject: Abjab;
Posted by [Anonymous](#) on Mon, 16 Dec 2002 09:12:00 GMT
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get me on AIM or MSN, then depending on where you catch me at (home or work) you may need to send me that file...p.s. you know that F_Skeleton is just a set of bones right?

Subject: Abjab;
Posted by [Anonymous](#) on Mon, 16 Dec 2002 16:43:00 GMT
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Dante what's you're MSN? I'll see if I can chat...and yes I do know F_skeleton is a set of bones.. that's why I want it, to do a new reload anim for a gun.
