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Subject: Re: Changing models.

Posted by [LR01](#) on Fri, 25 Aug 2006 14:31:49 GMT

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Yes, if you have an enemy, it would be a different model, means that he might be bigger then normal, if you it him on a part that is bigger, you cheat.

But if you want to, you must use LE to change it, but then you need to use a modified object.ddb, version mismatch.

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