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Subject: Re: NEW C-130 MODS!

Posted by [samous](#) on Sun, 24 Aug 2008 19:33:21 GMT

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Againg, I'm only editing the c-130 file, not making a new veh. GMAX can not be used. I just have the veh being used as a skin for the chameleon. I'm not going to use gmax to edit th world box of the chameleon, b/c some one might use the chameoleon alone, without the turret.

=Samous

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