

---

Subject: Dogs

Posted by [zunnie](#) on Wed, 18 Aug 2010 17:16:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Does anyone have a gmax Dog model for me maybe?

I'm wanting to make an RA:APB Spy mission and need a dog unit to attack the spies

Thanks for any help

Greetz zunnie

---

---

Subject: Re: Dogs

Posted by [reborn](#) on Wed, 18 Aug 2010 18:30:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Might find something here, max diles should easily convert to gmax.

[http://www.turbosquid.com/Search/Index.cfm?keyword=dog&page\\_num=1](http://www.turbosquid.com/Search/Index.cfm?keyword=dog&page_num=1)

---

---

Subject: Re: Dogs

Posted by [Gen\\_Blacky](#) on Wed, 18 Aug 2010 19:57:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

here is a dog. Needs to be textured.

#### File Attachments

1) [Dog.zip](#), downloaded 189 times

---

---

Subject: Re: Dogs

Posted by [YazooGang](#) on Sat, 21 Aug 2010 00:24:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I remember playing this mod and there was some kind of test map with a dog, you might want to get it off from this mod...

<http://laeubi.laeubi-soft.de/?go=mods&sub=3>

---