

☞ Originally Posted by 1PKRyan ☞

They come with the Full Client download from Milo's thread. Horse.wil and Horse2.wil

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Code:

Idx	Name	Stdmode	Shape	Weight	Anicount	Source	Reserved	Looks	DuraMax	Ac
1057	SilverTiger	29	51	20	0	0	0	3626	50000	0
1058	BlackTiger	29	52	20	0	0	0	3624	50000	0
1059	FrostTiger	29	53	20	0	0	0	3621	50000	0
1060	OrangeTiger	29	54	20	0	0	0	3620	50000	0
1061	RedTiger	29	55	20	0	0	0	3625	50000	0
1062	FrozenTiger	29	56	20	0	0	0	3623	50000	0
1063	BlackPanther	29	57	20	0	0	0	3622	50000	0
1064	WhiteLion	29	58	25	0	0	0	3641	50000	0
1065	DesertLion	29	59	25	0	0	0	3640	50000	0
1066	ArticWolf	29	60	20	0	0	0	3634	50000	0
1067	GreyWolf	29	61	20	0	0	0	3633	50000	0
1068	FrostWolf	29	62	20	0	0	0	3632	50000	0
1069	DesertWolf	29	63	20	0	0	0	3631	50000	0
1070	AncientWolf	29	64	20	0	0	0	3630	50000	0
1071	ArticLeopard	29	65	30	0	0	0	3642	50000	0
1072	DesertLeopard	29	66	30	0	0	0	3643	50000	0
1073	WhiteHorse	29	67	28	0	0	0	3644	50000	0
1074	GoldenStead	29	68	36	0	0	0	3645	50000	0

Copy and paste these into your db

Put **HORSE** in mapinfo to use

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