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Subject: Re: OMFG MEGAMAN!

Posted by [AoBfrost](#) on Fri, 08 Jun 2007 00:21:46 GMT

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does the same concept for using custom models for characters relate to weapons? I'm trying to make a awesome ramjet replacment, but seems that I am stuck and clueless on making custom guns, i have the model frm turbo squid, but dunno what to do with the settings to make it work ingame.

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