
Subject: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Sat, 17 Jan 2009 21:41:35 GMT

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I finally finished it, was very lazy, also edited some stuff since the last release added animation on the chem sludge, volt rifle, made beacons, added flashing lights to beacons etc.
some Before/After pics

A big pic containing most of the weps

THIS IS THE LATEST VERSION

- old link removed - I hope it works this time...

- CarrierII (ninja post updater)
