
Subject: Ramjet Model

Posted by [DarkDemin](#) on Tue, 17 Aug 2004 01:32:01 GMT

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Just thought you would like to see it.

Subject: Ramjet Model

Posted by [Fabian](#) on Tue, 17 Aug 2004 01:35:31 GMT

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Wha...where did you...how the...umm...from which...that looks incredible but i dont understand...where did you get this?

Subject: Ramjet Model

Posted by [Panther](#) on Tue, 17 Aug 2004 01:36:52 GMT

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ooh, saw it before at some big 3d model site.

Subject: Ramjet Model

Posted by [DarkDemin](#) on Tue, 17 Aug 2004 01:36:56 GMT

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The sad thing is... I don't remember... I have all the 3DsMax files for it. And most of the textures but I can't remember where I downloaded it.

Subject: Ramjet Model

Posted by [Zonekill9](#) on Tue, 17 Aug 2004 02:32:00 GMT

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AWESOME

Subject: Ramjet Model

Posted by [Renx](#) on Tue, 17 Aug 2004 02:44:03 GMT

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oh poop, double posted. *DELETE THIS PLEASE*

Subject: Ramjet Model

Posted by [Renx](#) on Tue, 17 Aug 2004 02:48:47 GMT

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I think that's the one I used to have. I had a sniper rifle and MP5 too. I sent a couple to mac so they could be used with renguard, i think i only sent the sniper rifles though. I'll try and dig them up...

ah, here we go:

n00bjet: <http://www.encoded.net/downloads/50calramjet.zip>

sniper: <http://www.encoded.net/downloads/modsniper-rifle.zip>

MP5(replacement for autorifle): <http://www.encoded.net/downloads/HKrifle.zip>

chaingun: <http://www.encoded.net/downloads/gatling-gun.zip>

Subject: Ramjet Model

Posted by [loser99](#) on Tue, 17 Aug 2004 02:54:42 GMT

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yeah thats nice, is there a list of the models that work with renguard?

Subject: Ramjet Model

Posted by [bigejoe14](#) on Tue, 17 Aug 2004 03:16:37 GMT

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<http://bigejoe14.250free.com/weapon1.jpg>

<http://bigejoe14.250free.com/weapon2.jpg>

<http://bigejoe14.250free.com/weapon3.jpg>

<http://bigejoe14.250free.com/weapon4.jpg>

<http://bigejoe14.250free.com/weapon5.jpg>

<http://bigejoe14.250free.com/weapon6.jpg>

Subject: Ramjet Model

Posted by [Spice](#) on Tue, 17 Aug 2004 04:16:15 GMT

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Hmm Send it to me sometime and I can attempt to bone it. I dont have alot of experience in boneing weapons but its worth a try.

Subject: Ramjet Model

Posted by [mac](#) on Tue, 17 Aug 2004 05:20:27 GMT

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I added these 4 files to renguard. Crimson should really finish the improvement tool.

Renxl think that's the one I used to have. I had a sniper rifle and MP5 too. I sent a couple to mac so they could be used with renguard, i think i only sent the sniper rifles though. I'll try and dig them up...

ah, here we go:

n00bjet: <http://www.enclosed.net/downloads/50calramjet.zip>
sniper: <http://www.enclosed.net/downloads/modsniper-rifle.zip>
MP5(replacement for autorifle): <http://www.enclosed.net/downloads/modsniper-rifle.zip>
chaingun: <http://www.enclosed.net/downloads/gatling-gun.zip>

Subject: Ramjet Model
Posted by [darkskul0](#) on Tue, 17 Aug 2004 09:10:24 GMT
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those wepons look awesome but i gotta say the chaingun look pathetic oh and the link to the MP5 is wrong, i goes to the sniper rifle

Subject: Ramjet Model
Posted by [Xtrm2Matt](#) on Tue, 17 Aug 2004 09:41:44 GMT
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That.. looks.. amazing.. why use it in Renegade? Get HL2 modding

Subject: Ramjet Model
Posted by [Renx](#) on Tue, 17 Aug 2004 10:41:07 GMT
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oops, I fixed the link. Mac you might also want to allow the MP5 too

The hand positions are bad on a couple of them, so if they can be fixed and anyone wants to do so....Please do.

Subject: Ramjet Model
Posted by [Majiin Vegeta](#) on Tue, 17 Aug 2004 10:59:08 GMT
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never seen the n00bjet look so good

Subject: Ramjet Model

Posted by [DarkDemin](#) on Tue, 17 Aug 2004 11:33:33 GMT

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I was considering giving it to the Dead 6 Team if they want it.

Subject: Ramjet Model

Posted by [visorneon](#) on Tue, 17 Aug 2004 12:23:42 GMT

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Wow the graphics on that picture are amazing

Subject: Ramjet Model

Posted by [Nightma12](#) on Tue, 17 Aug 2004 15:24:41 GMT

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i hate to say it, but that is fucking better than ACK, or Westwoods work!

Subject: Ramjet Model

Posted by [Renx](#) on Tue, 17 Aug 2004 16:33:17 GMT

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Ack doesn't make weapon models though...

Subject: Ramjet Model

Posted by [Nightma12](#) on Tue, 17 Aug 2004 16:48:01 GMT

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true, but it still looks better than anything ive seen him do

Subject: Ramjet Model

Posted by [Dante](#) on Tue, 17 Aug 2004 17:19:34 GMT

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DarkDeminl was considering giving it to the Dead 6 Team if they want it.

if you had made it, and donated it, maybe, but we don't really want to do any out of house download from the internet content.

thanks though, bitchen render

Subject: Ramjet Model
Posted by [Fabian](#) on Tue, 17 Aug 2004 17:22:58 GMT
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whats with the clip in-game with the MP5?

Subject: Ramjet Model
Posted by [L6P](#) on Wed, 18 Aug 2004 20:50:16 GMT
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For those interested, I found that Ramjet model at 3D Kingdom.

Subject: Ramjet Model
Posted by [Master. kirby](#) on Fri, 20 Aug 2004 03:11:23 GMT
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Renguard forsomreason says files from the mp5 are not allowed.....
but other 3 modles work fine

Subject: Ramjet Model
Posted by [tooncy](#) on Fri, 20 Aug 2004 13:10:14 GMT
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Do these models have muzzleflash?

Subject: Ramjet Model
Posted by [cowmisfit](#) on Fri, 20 Aug 2004 13:53:42 GMT
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Looks great demin

Subject: Ramjet Model
Posted by [Master. kirby](#) on Fri, 20 Aug 2004 23:10:22 GMT

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why dose renguard not allow the mp5?

Subject: Ramjet Model

Posted by [Jaspah](#) on Sat, 21 Aug 2004 03:48:22 GMT

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Can we get a in-game screenshot of the HK5?

Subject: Ramjet Model

Posted by [PermaGrin](#) on Sat, 21 Aug 2004 05:50:39 GMT

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Too bad that ramjet wont be good in Ren. I guess you can put it in, but wieghing in at 50,000 polys, doubt that would be good.

Subject: Ramjet Model

Posted by [Naamloos](#) on Sat, 21 Aug 2004 22:03:10 GMT

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The ramjet in that link is not the one from that picture, just check the W3D, it's ugly... REALLY ugly.

Subject: Ramjet Model

Posted by [Jaspah](#) on Sun, 22 Aug 2004 00:17:28 GMT

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It's better than the current ramjet.
