
Subject: [Model/Replacement]Repair Gun
Posted by [ErroR](#) on Sun, 18 Jan 2009 13:16:51 GMT
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I converted the phys gun from HL2 and converted it into the rep gun

Screenshot

Have fun!

- UPDATE

[FULL VERSION HERE](#)

Attatched is just the first and third person models, without the correct model for the back of your character, or as a powerup.

[SCROLL DOWN FOR A SEXYer VERSION](#)

[File Attachments](#)

- 1) [Phys Gun.rar](#), downloaded 252 times
- 2) [ScreenShot12.png](#), downloaded 1128 times



Subject: Re: [Model/Replacement]Repair Gun
Posted by [ErroR](#) on Sun, 18 Jan 2009 14:16:59 GMT

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Oops forgot the back and powerup models

File Attachments

- 1) [p_rprg.W3D](#), downloaded 211 times
- 2) [w_rprg_b.W3D](#), downloaded 190 times

Subject: Re: [Model/Replacement]Repair Gun

Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 14:21:20 GMT

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AMAZING! I love this replacement! also perfect handposition Nice work. By the way any change you can rip more weapons/characters from HL2?

Subject: Re: [Model/Replacement]Repair Gun

Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 14:50:12 GMT

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I made a special beam for this repairgun, its orange and looks very powerfull now
Only bad thing is that its a objects.ddb file which you need to use it.

Subject: Re: [Model/Replacement]Repair Gun

Posted by [DL60](#) on Sun, 18 Jan 2009 15:29:17 GMT

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Oh sh** im gettin weak. This is a very good replacement. I'm not a fan of replacements and skins but this sth. special...

Subject: Re: [Model/Replacement]Repair Gun

Posted by [ErroR](#) on Sun, 18 Jan 2009 18:20:59 GMT

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i also have some plans for this

Subject: Re: [Model/Replacement]Repair Gun

Posted by [DeathC200](#) on Sun, 18 Jan 2009 18:31:36 GMT

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im using this kick ass replacement asap awsome job to the creater

Subject: Re: [Model/Replacement]Repair Gun
Posted by [y2knemo69](#) on Sun, 18 Jan 2009 19:34:31 GMT
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wow love the new replacement good work and the colour di3 has is good too

Subject: Re: [Model/Replacement]Repair Gun
Posted by [_SSnipe_](#) on Sun, 18 Jan 2009 20:44:39 GMT
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Thats scary.....

Subject: Re: [Model/Replacement]Repair Gun
Posted by [y2knemo69](#) on Mon, 19 Jan 2009 19:06:23 GMT
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does any 1 know how to change the rep gun colour? if so can they change to a orange please

Subject: Re: [Model/Replacement]Repair Gun
Posted by [GrimmNL](#) on Tue, 20 Jan 2009 14:35:58 GMT
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thats fucking awesome

Subject: Re: [Model/Replacement]Repair Gun
Posted by [CarrierII](#) on Wed, 21 Jan 2009 10:10:12 GMT
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Here comes more ninja post updating - I'll group all those files into one RAR for you...

Attatched are all the files from the original RAR and the two .W3D's you also uploaded. I'll link in first post also.

File Attachments

1) [Phys Gun.rar](#), downloaded 237 times

Subject: Re: [Model/Replacement]Repair Gun
Posted by [ErroR](#) on Fri, 23 Jan 2009 14:37:38 GMT
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thanks anybody want a super phys gun skin (the blue one)?

Subject: Re: [Model/Replacement]Repair Gun
Posted by [ErroR](#) on Fri, 23 Jan 2009 21:55:55 GMT
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Super repair gun

File Attachments

- 1) [Supa Phys gun.rar](#), downloaded 163 times
- 2) [ScreenShot03.png](#), downloaded 707 times



Subject: Re: [Model/Replacement]Repair Gun
Posted by [u6795](#) on Fri, 23 Jan 2009 22:14:25 GMT

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ErroR wrote on Fri, 23 January 2009 16:55Super repair gun
Holy damn, that's amazing!

Subject: Re: [Model/Replacement]Repair Gun
Posted by [GEORGE ZIMMER](#) on Fri, 23 Jan 2009 22:19:31 GMT
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Super grav gun should be for volt, if it doesn't look super shitty.

Subject: Re: [Model/Replacement]Repair Gun
Posted by [ErroR](#) on Fri, 23 Jan 2009 22:23:20 GMT
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Cabal8616 wrote on Sat, 24 January 2009 00:19Super grav gun should be for volt, if it doesn't look super shitty.

the third person models in half life 2 are solid pieces of fail

Subject: Re: [Model/Replacement]Repair Gun
Posted by [CarrierII](#) on Sat, 24 Jan 2009 18:27:17 GMT
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Yay ISP for double posting!
