
Subject: RPG-7 Model *UPDATE*
Posted by [Nodbugger](#) on Tue, 13 Apr 2004 20:14:46 GMT
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*1213 polys.

Anything that looks like it could use some fixing?

Subject: RPG-7 Model *UPDATE*
Posted by [IRON FART](#) on Tue, 13 Apr 2004 22:21:15 GMT
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The only thing I'm gonna rant about is the projectile. It doesn't look normal.

Otherwise, GJ.

Subject: RPG-7 Model *UPDATE*
Posted by [Oblivion165](#) on Tue, 13 Apr 2004 22:53:27 GMT
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it does look quite large

Subject: RPG-7 Model *UPDATE*
Posted by [Sephyllon](#) on Tue, 13 Apr 2004 23:00:44 GMT
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Like an umbrella- launcher with an ice cream cone glued to the end

This going to be for a mod?

Subject: RPG-7 Model *UPDATE*
Posted by [Nodbugger](#) on Tue, 13 Apr 2004 23:09:37 GMT
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i think it may just be the angle

Subject: RPG-7 images

Posted by [flyingfox](#) on Tue, 13 Apr 2004 23:34:12 GMT

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Hey dude, nice model.

Here are 2 images from soldier of fortune 2 that could help. The model seems to differ from yours.. I don't know which one is more accurate to a real RPG-7, but I would assume the game's version would be. Maybe they're modelled in different layouts/scope add-ons.

<http://www.n00bstories.com/image.fetch.php?id=1324771370>

Subject: RPG-7 Model *UPDATE*

Posted by [Oblivion165](#) on Wed, 14 Apr 2004 00:12:11 GMT

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yeah that looks right

Subject: RPG-7 Model *UPDATE*

Posted by [SuperFlyingEngi](#) on Wed, 14 Apr 2004 02:52:22 GMT

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Those SOFI s are compared to Nodbugger's, or will be once someone skins that RPG.
Nice work.
