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Subject: Forcing a model

Posted by [Oblivion165](#) on Thu, 02 Sep 2004 00:25:41 GMT

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I got these Working turrets for RenRevolver, and i would like to make them usable by players.

Is there a way to make it use a different model if a player type gets in?

Use the Gdi version if a gdi enters, and visa versa.

I really dont want to do the Player Visible thing.

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Subject: Forcing a model

Posted by [jonwil](#) on Thu, 02 Sep 2004 01:11:31 GMT

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no but I can do a script for scripts.dll 2.0 to make that doable.

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Subject: Forcing a model

Posted by [Oblivion165](#) on Thu, 02 Sep 2004 06:29:49 GMT

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That would be great, Solve lots of problems for me thank you

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Subject: Forcing a model

Posted by [Ferhago](#) on Thu, 02 Sep 2004 06:46:35 GMT

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Hehehe havoc looks sexeh o.o

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Subject: Forcing a model

Posted by [FynexFox](#) on Thu, 02 Sep 2004 12:35:39 GMT

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thats Havoc in the turret!? OMG he looks like a pimp strait fp outta the club lol, well nice job Oblivion and Jonny.

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Subject: Forcing a model

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Posted by [Sir Phoenixx](#) on Thu, 02 Sep 2004 13:11:38 GMT

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You need to redesign that turret, it just looks really silly.

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Subject: Forcing a model

Posted by [Oblivion165](#) on Thu, 02 Sep 2004 21:58:03 GMT

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Yeah i agree, it needs work. When i started it i didnt know if i could get it to work, but now that it does ill work on it.

It looks semi better in game, kinda camo-like.

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Subject: Forcing a model

Posted by [SuperFlyingEngi](#) on Thu, 02 Sep 2004 22:27:55 GMT

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That's a neat turret, but you really really have to replace that revolver model.

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Subject: Forcing a model

Posted by [YSLMuffins](#) on Thu, 02 Sep 2004 23:31:31 GMT

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LOL, that is surprisingly cute.

I love the HUD as well, did you make it?

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Subject: Forcing a model

Posted by [Oblivion165](#) on Fri, 03 Sep 2004 01:22:24 GMT

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hey if you got a revolver model id love to use it. I cant even get that one to work very good.

The hud is still stock, i havent changed it yet.

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Subject: Forcing a model

Posted by [icedog90](#) on Fri, 03 Sep 2004 06:39:59 GMT

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Re-work that revolver, for sure.

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Subject: Forcing a model

Posted by [YSLMuffins](#) on Fri, 03 Sep 2004 19:08:40 GMT

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oblivion165hey if you got a revolver model id love to use it. I cant even get that one to work very good.

The hud is still stock, i havent changed it yet.

Oh, I meant the health status bar--I figured HUD meant the whole mini map as well as the health indicator.

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Subject: Forcing a model

Posted by [Dante](#) on Fri, 03 Sep 2004 20:42:58 GMT

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yeah, i think she meant the whited out hud, which looks suprisingly good.

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Subject: Forcing a model

Posted by [Oblivion165](#) on Sat, 04 Sep 2004 11:28:08 GMT

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yeah it works

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Subject: Forcing a model

Posted by [htmlgod](#) on Sat, 04 Sep 2004 13:30:05 GMT

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Your havoc-cowboy turret rocks my world.

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Subject: Forcing a model

Posted by [Hav0c](#) on Sat, 04 Sep 2004 14:13:01 GMT

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Are we gona get some ingame "The Good, the bad and the Ugly" music

Instead of "Attack the base Defences" it should be...

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"This town aint big enough for the two of us"

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Subject: Forcing a model

Posted by [MilkyLep](#) on Sat, 04 Sep 2004 18:57:46 GMT

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DethHav0cAre we gona get some ingame "The Good, the bad and the Ugly" music

Instead of "Attack the base Defences" it should be...

"This town aint big enough for the two of us"

Lol

Looks good except the revolver :thumbsup:

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