
Subject: ramjet gmax request

Posted by [Slave](#) on Sun, 13 Jan 2008 00:59:57 GMT

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For a mod I have in mind, I need the gmax file for the ramjet rifle. Why? To apply silly textures and effects to it in order to turn it into a golden gun. Sort of... An attempt...

So yeah, I managed to import it and texture it (disregard the visible bones). But the problem is that all the animations get messed up. I simply don't know which part of the gun to link to what; I can't rig it. Recoil animations for example totally mess up.

Who can help me out? In other words, who is willing to rig it for me? When it's done I would be happy to make it public, including textures etc.

Subject: Re: ramjet gmax request

Posted by [Lone0001](#) on Sun, 13 Jan 2008 02:00:28 GMT

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I hope you know someone already made a couple golden weapons.

Subject: Re: ramjet gmax request

Posted by [Slave](#) on Sun, 13 Jan 2008 02:06:06 GMT

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Fully bump mapped and stuff? Or just a flat texture?

Subject: Re: ramjet gmax request

Posted by [Lone0001](#) on Sun, 13 Jan 2008 02:24:47 GMT

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Well it was a skin I guess so not sure if that is the same you are trying to do.

Subject: Re: ramjet gmax request

Posted by [Gen_Blacky](#) on Sun, 13 Jan 2008 07:49:37 GMT

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{SB}Lone0001 wrote on Sat, 12 January 2008 20:24Well it was a skin I guess so not sure if that is the same you are trying to do.

so not a bump map

Subject: Re: ramjet gmax request
Posted by [Viking](#) on Sun, 13 Jan 2008 10:29:05 GMT
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Wouldn't that make it really heavy, to be made of gold and all?

Subject: Re: ramjet gmax request
Posted by [Dealman](#) on Sun, 13 Jan 2008 12:19:49 GMT
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Viking wrote on Sun, 13 January 2008 11:29Wouldn't that make it really heavy, to be made of gold and all?

lol...

Subject: Re: ramjet gmax request
Posted by [DL60](#) on Sun, 13 Jan 2008 13:47:46 GMT
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Quote:Recoil animations for example totally mess up.

I also tried this long time ago (wanted to make Ramjet golden too^^) but I had exactly the same problem.

Subject: Re: ramjet gmax request
Posted by [Dealman](#) on Sun, 13 Jan 2008 20:04:11 GMT
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Just make an edited texture for the ramjet and put in Data folder?

EDIT: I added an fast remake of the current texture used in Renegade. Feel free to use it, I made it in about 20 seconds also I got a working .DDS if you want.

File Attachments

1) [w_ramj.bmp](#), downloaded 102 times

Subject: Re: ramjet gmax request
Posted by [Slave](#) on Sun, 13 Jan 2008 22:58:23 GMT
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No thank you, bump mapping the golden shine really is many times more sexy than putting a flat texture on it. I love reflecting stuff.

Subject: Re: ramjet gmax request
Posted by [Gen_Blacky](#) on Mon, 14 Jan 2008 05:21:59 GMT
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Slave wrote on Sun, 13 January 2008 16:58No thank you, bump mapping the golden shine really is many times more sexy than putting a flat texture on it. I love reflecting stuff.

Subject: Re: ramjet gmax request
Posted by [DL60](#) on Mon, 14 Jan 2008 13:07:30 GMT
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Indeed Slave!

Subject: Re: ramjet gmax request
Posted by [Muad Dib15](#) on Tue, 15 Jan 2008 01:15:34 GMT
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Slave wrote on Sun, 13 January 2008 16:58No thank you, bump mapping the golden shine really is many times more sexy than putting a flat texture on it. I love reflecting stuff.

OMG H4X!! You wants to make advantage skins!!!1111!!eleven

Subject: Re: ramjet gmax request
Posted by [Gen_Blacky](#) on Tue, 15 Jan 2008 06:05:53 GMT
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Muad Dib15 wrote on Mon, 14 January 2008 19:15Slave wrote on Sun, 13 January 2008 16:58No thank you, bump mapping the golden shine really is many times more sexy than putting a flat texture on it. I love reflecting stuff.

OMG H4X!! You wants to make advantage skins!!!1111!!eleven

no i think he wants to use it to make his mod sexy

Subject: Re: ramjet gmax request
Posted by [Spice](#) on Tue, 15 Jan 2008 06:20:26 GMT
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I'll be glad to rig this weapon for you, upload the files to the forum or email them to me at:
JStrateger@gmail.com

Subject: Re: ramjet gmax request
Posted by [Di3HardNL](#) on Mon, 25 Feb 2008 17:26:30 GMT
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bump

you have a good working shiny golden ramjet now?
