
Subject: Deployable Ramjet Turret outtaken from Renegade
Posted by [kamuixmod](#) on Thu, 06 Oct 2011 12:15:48 GMT

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hey, i thought about re-creating that which was left out in Renegade, my only request would be the Ramjet model itself for .max

Subject: Re: Deployable Ramjet Turret outtaken from Renegade
Posted by [danpaul88](#) on Thu, 06 Oct 2011 14:15:29 GMT

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Go import it then, instead of asking other people to do it for you. I get sick and tired of all these 'meh, I can't be bothered with task X, lets go post on ren forums and hope someone does it for me' type posts.

Subject: Re: Deployable Ramjet Turret outtaken from Renegade
Posted by [kamuixmod](#) on Thu, 06 Oct 2011 16:37:55 GMT

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you know that i wouldnt ask others if it would had worked for me. Thats logical

Subject: Re: Deployable Ramjet Turret outtaken from Renegade
Posted by [danpaul88](#) on Thu, 06 Oct 2011 16:46:07 GMT

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So the correct question would be;

I tried to import the Ramjet model using software packages X and Y but had problem Z, has anyone got any suggestions to fix this problem or an alternative software package for importing W3D models.

Then you would be able to import other things in future.

Subject: Re: Deployable Ramjet Turret outtaken from Renegade
Posted by [Omar007](#) on Thu, 06 Oct 2011 17:37:20 GMT

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danpaul88 wrote on Thu, 06 October 2011 18:46So the correct question would be;

I tried to import the Ramjet model using software packages X and Y but had problem Z, has

anyone got any suggestions to fix this problem or an alternative software package for importing W3D models.

Then you would be able to import other things in future.
That's what you call fixing a problem at the core
You should probably do that ;P

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [kamuixmod](#) on Thu, 06 Oct 2011 19:05:21 GMT

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1. dont have a W3d Importer. The one i found on renforums got a broken Link.
In Game ren-maps.net or whatever called i found one called w3dimporter2. Failed.

Anyone got a working one? i found another one which says to place the w3d-importer.ini in renX-WME/plugins, which i did , but it still fails.

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [Reaver11](#) on Thu, 06 Oct 2011 21:38:26 GMT

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You do realize that the sentry isn't based on the Ramjet.
Because it is on the same Hudicon doesn't mean they shared the same meshes or textures for that matter.

The name of the file is hud_ramsentu.dds.

I presume you found that one all it says is that in the hud picture there are the 'ram' and 'sentu' and 'sentu' is indeed the sentry turret there is text information in the strings table in leveleditor.

However in comparison they show similarities.

Still my advice would be to start a new model without importing.

If you pull it off I might put it in the Renegade Beta package which is in the modrelease section.
(A lot is already in there btw)

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [Omar007](#) on Thu, 06 Oct 2011 21:42:39 GMT

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Google is your friend. First result:

<http://www.bluehellproductions.com/forum/index.php?showtopic=16661>

Obviously, you'd only need to do the things related to 3DSMax.

This should really be sticking here sometime *sigh*

Subject: Re: Deployable Ramjet Turret outtaken from Renegade
Posted by [kamuixmod](#) on Fri, 07 Oct 2011 00:01:25 GMT

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Well i got it so far. The sentry base is maybe not as thick as in the pick and a bit different. Just got a prob with bonning so far

Subject: Re: Deployable Ramjet Turret outtaken from Renegade
Posted by [halo2pac](#) on Fri, 07 Oct 2011 02:33:45 GMT

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What the hell? Does that seriously exist?

Subject: Re: Deployable Ramjet Turret outtaken from Renegade
Posted by [Jerad2142](#) on Fri, 07 Oct 2011 05:02:24 GMT

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Yeah it does, there is a lot of left over crap in always (assuming that's where they are finding these objects from, if not it's probably on the Westwood ftp, I just know I've seen it floating around somewhere in the past).

Subject: Re: Deployable Ramjet Turret outtaken from Renegade
Posted by [Tupolev TU-95 Bear](#) on Fri, 07 Oct 2011 13:53:39 GMT

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Szakolczay Type AS-2 Watchdog automated sentry weapon is what I assume this topic is about. AFAIK this is in the always

I may be late, but this is what I was thinking the OP wanted to bone.

Subject: Re: Deployable Ramjet Turret outtaken from Renegade
Posted by [kamuixmod](#) on Fri, 07 Oct 2011 15:04:57 GMT

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OP?

well i try to make it myself but it might look a bit different, also the base part, where the ramjet is sitting on.

btw is there that model already or just its pic?

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [danpaul88](#) on Fri, 07 Oct 2011 15:15:25 GMT

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It looks to me more like a wall mounted unit with twin turrets at the bottom and a smaller turret at the top....

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [kamuixmod](#) on Fri, 07 Oct 2011 17:18:38 GMT

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opinions so far?

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [Reaver11](#) on Fri, 07 Oct 2011 19:26:41 GMT

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Don't want to be harsh but it doesnt look like it.

Besides that the top of the sentry is presumably a laserfinder with cartridge behind it.

The bottom part of the Renegade version is a very modern version presumably automated since it is a sentry gun yours looks like a 2nd world war 'mobile' device.

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [Canadacdn](#) on Fri, 07 Oct 2011 19:28:08 GMT

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That weapon isn't related to the ramjet, that HUD icons texture just happens to have its icon with the ramjet one. I believe that the technicians at some point were supposed to have deployable turrets for base defense, but those were removed and replaced with mines at some point in Ren's development.

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [kamuixmod](#) on Fri, 07 Oct 2011 22:01:05 GMT

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Well the smaller parts are harder to see on the ucon. So its very hard to re create it. Bte canadacn. That would remember me at tf2 . The engi had a deployable sentry too

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [Jerad2142](#) on Fri, 07 Oct 2011 22:04:26 GMT

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Deployable turrets have shown up in games long before TF2, first time I remember seeing one was probably in Unreal Tournament: Game of the Year addition, but I wouldn't be surprised if they were seen in games before that even.

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [Goztow](#) on Fri, 21 Oct 2011 10:27:14 GMT

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Omar007 wrote on Thu, 06 October 2011 23:42 Google is your friend. First result:
<http://www.bluehellproductions.com/forum/index.php?showtopic=16661>
Obviously, you'd only need to do the things related to 3DSMax.

This should really be sticking here sometime *sigh*
Almost sounds like you're volunteering to update stickies. PM me if that's correct .

Subject: Re: Deployable Ramjet Turret outtaken from Renegade

Posted by [GEORGE ZIMMER](#) on Fri, 21 Oct 2011 11:26:02 GMT

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Personally, if someone ever makes a "How Renegade should have/could have been" mod (and not a lame "everything from the beta plopped in" mod), the deployable turrets should definitely be given to Engineers, and technicians kept as they are. Would be nice for diversity and balance, rather than "hurf durf one is the same but better!"

On a more related note, that looks like ass. Definitely should just make the thing from scratch.
