
Subject: CNC REBORN: Ghostalker's railgun
Posted by [Renardin6](#) on Tue, 03 May 2005 21:54:18 GMT
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Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Kane](#) on Tue, 03 May 2005 22:07:14 GMT
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The back looks like some black stuff my ICs were shipped on.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Renardin6](#) on Tue, 03 May 2005 22:18:41 GMT
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Won't be seen in first person view. (and really nice on third person view for w3d engine.)

Subject: CNC REBORN: Ghostalker's railgun
Posted by [PhrozenUnit](#) on Tue, 03 May 2005 22:22:07 GMT
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"Silent Kane"The back looks like some black stuff my ICs were shipped on.

You know, that does look like the black plastic foam CPUs and ICs are shipped with.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [SuperFlyingEngi](#) on Tue, 03 May 2005 22:34:35 GMT
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Pretty nice, although the rust texturing is a little weird.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Phoenixx](#) on Tue, 03 May 2005 22:42:09 GMT
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Looks alright from what I can see. The texture needs more work, a few places like that tube around the barrel have no detail at all. The model needs a cocking lever/bolt (I think I see it right in

front of the ejection port on that reference.). It's also missing the trigger guard around the trigger, in the reference you can see his trigger finger is straightened (instead of actually on the trigger), hiding the trigger guard behind it.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Renardin6](#) on Tue, 03 May 2005 23:12:25 GMT
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Well we didn't add it because on this pic of westwood it is supposed to be a rifle for training. We used the concept to make a railgun.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Oblivion165](#) on Tue, 03 May 2005 23:15:03 GMT
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a perfectly fine model.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Phoenixx](#) on Wed, 04 May 2005 02:05:47 GMT
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Where's the magazine?

Subject: CNC REBORN: Ghostalker's railgun
Posted by [PiMuRho](#) on Wed, 04 May 2005 06:15:16 GMT
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Do railguns have magazines?

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Kane](#) on Wed, 04 May 2005 06:56:47 GMT
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Railguns need power, thus they should have magazines filled with batteries.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Renardin6](#) on Wed, 04 May 2005 09:01:10 GMT
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Yeah, I have a cellphone and it has a battery. Not a magazine.

Anyway I think I need to quote something here:

VolkovScubacuda Okay, the Reborn team recently showed pictures of their GDI railgun. Observe: (IMG:http://www.firestormtaskforce.com/images/TA%20pics/GDI%20HAR.jpg)

They claim that this weapon is the GDI railgun. This is not true at all. For in various other cutscenes showing the SAME weapon both with McNeil and Chandra, it fired bullets. If you watch the gdi_m07.vqa file, Chandra and McNeil ambush the two Nod Elite Cadre's in the corridor and the weapon fires in rapid succession and has flashes, meaning it fires bullets. Yet Reborn claims that it is a railgun! I don't think I need to explain myself any further

Renardinwe only used that pic as a concept for the gun.

Do you know why TA now start saying BS too? Just because the guy who say that joined Red Alert APB... how sad.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [sniper12345](#) on Wed, 04 May 2005 12:16:40 GMT
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To be honest, I don't like Scubaduba at all, however, to keep on topic, I do think the skinning of the handle at the end is rather poor, a bit too plain.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Phoenixx](#) on Wed, 04 May 2005 12:53:02 GMT
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Quote:Yeah, I have a cellphone and it has a battery. Not a magazine.

Quote:Railguns need power, thus they should have magazines filled with batteries.

Quote:Do railguns have magazines?

Lol? Do you three even know what railguns are? They fire slugs at huge speeds using powerful magnets, railguns aren't lasers or whatever, they actually shoot projectiles. So, of course it would need a magazine.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [PiMuRho](#) on Wed, 04 May 2005 14:48:25 GMT
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Lol yourself.

Yes, I know what a railgun is. I asked how you know they have magazines because - well, have you ever seen one?

Yes, they could have magazines, but it wouldn't necessarily be a requirement. Raveshaw's railgun didn't have one, for example.

When you're talking about theoretical weapons, there is no standard design.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Jecht](#) on Wed, 04 May 2005 15:29:58 GMT
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does it really matter that much ingame if it has a magazine or not?

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Phoenixx](#) on Wed, 04 May 2005 17:01:33 GMT
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PiMuRhoWhen you're talking about theoretical weapons, there is no standard design. All guns have magazines, rather it's a detachable box magazine like an M16, or an internal magazine like on the M1 Garand. A magazine is simply any place that holds ammunition on/around any kind of gun. It doesn't matter how futuristic or theoretical the weapon is, if it fires projectiles, it needs a place to store them.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [PiMuRho](#) on Wed, 04 May 2005 17:45:57 GMT
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So where was the magazine on Raveshaw's railgun?

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Demolition man](#) on Wed, 04 May 2005 17:55:15 GMT
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my railgun works on sun energy :rolleyes:

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Phoenixx](#) on Wed, 04 May 2005 19:54:22 GMT
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PiMuRhoSo where was the magazine on Raveshaw's railgun?
It's on the left side of the gun, you can see it load it in between shots.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Jecht](#) on Wed, 04 May 2005 20:41:34 GMT
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hes right, in 1st person view he loads in a shell.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [PiMuRho](#) on Wed, 04 May 2005 21:05:14 GMT
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He manually inserts a shell, or it's already loaded in the gun?

Subject: CNC REBORN: Ghostalker's railgun
Posted by [rm5248](#) on Wed, 04 May 2005 21:48:55 GMT
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He manually inserts it. It looks to be the size of a sniper bullet, but I've got no clue what actual size it is.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Phoenixx](#) on Thu, 05 May 2005 01:14:04 GMT
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It's a small slightly protruding door on the left side, he flips it open, and inserts the slug into it and closes it.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [FalconxI](#) on Thu, 05 May 2005 04:33:19 GMT
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A magazine is a removable box or integral compartment which holds surplus rounds for repeating action weapon.

Not all guns have magazines. Revolvers are cylinder fed with each round placed into its own firing chamber.

Raveshaw's railgun does not have a magazine, it only holds one round at a time. The round is fed directly into the firing chamber through the bolt like any single round rifle.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [PiMuRho](#) on Thu, 05 May 2005 05:17:33 GMT

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Which is the point I was making.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Toolstyle](#) on Thu, 05 May 2005 10:55:22 GMT

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Match point:

PiMuRho

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Phoenixx](#) on Thu, 05 May 2005 12:49:10 GMT

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Any compartment or place that stores ammo is a magazine, it doesn't matter if it's only 1 round, it's still a magazine.

The gun needs some place where the ammo is loaded in, rather it's an external magazine or an internal magazine with a slot/cover/bolt/etc.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Toolstyle](#) on Thu, 05 May 2005 15:15:25 GMT

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It's called a Chamber not a Magazine.

Subject: CNC REBORN: Ghostalker's railgun
Posted by [Sir Phoenixx](#) on Thu, 05 May 2005 17:12:37 GMT

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So, you're saying the chamber doesn't store a slug?

It stores the slug before firing, a magazine is any place or object, etc. that stores ammunition, rather it's an M16 box magazine, an internal magazine, or the ammunition storage room for the main guns on a battle ship. It only storing one slug doesn't matter, if I were to only insert one bullet into an M16 magazine it wouldn't somehow disqualify it from being a magazine.

Subject: CNC REBORN: Ghostalker's railgun

Posted by [Toolstyle](#) on Thu, 05 May 2005 21:58:02 GMT

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It's a chamber not a magazine. Just because it stores a slug or ROUND prior to firing doesn't suddenly change its name. Can you point to where I said that only holding one slug makes a difference? The chamber is the part where a round or slug is just before it is fired, it contains the firing mechanism whether that be a hammer or the magnets it is NOT a magazine.

Subject: CNC REBORN: Ghostalker's railgun

Posted by [Chronojam](#) on Fri, 06 May 2005 23:46:03 GMT

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OMG IT IS A SQUARE NOT A RECTANGLE

Subject: CNC REBORN: Ghostalker's railgun

Posted by [Renardin6](#) on Fri, 06 May 2005 23:48:25 GMT

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ChronojamOMG IT IS A SQUARE NOT A RECTANGLE

/me gives the medal of humor to chronojam.

Subject: CNC REBORN: Ghostalker's railgun

Posted by [Toolstyle](#) on Sat, 07 May 2005 11:29:50 GMT

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Match point:

Chronojam
