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Subject: [model/replacement]lonsphere \*\*\*\*RELEASE!\*\*\*\* OMFG! PICS

Posted by [jamiejrg](#) on Sat, 10 Mar 2007 18:50:45 GMT

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Ok gents,

Here is the fruits of my work for the last few weeks. I think it looks pretty good. But most of all, i learned ALOT from this whole thing and i'll continue to try and help other modders as well as keep making my own.

So lets get to the files.

The zip contains:

- 1) first person model and animation
- 2) 3rd person and back models
- 3) Firing sound

VVVVVVVVVVVVVVVVVVVV screen shots VVVVVVVVVVVVVVVVV

FILE:

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#### File Attachments

- 1) [IonSphere.zip](#), downloaded 135 times
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Subject: Re: lonsphere \*\*\*\*RELEASE!\*\*\*\* OMFG! PICS

Posted by [bisen11](#) on Sat, 10 Mar 2007 20:00:36 GMT

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Now that I'm thinking about it, since it like grows or whatever, does that make it easier to disarm?

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Subject: Re: lonsphere \*\*\*\*RELEASE!\*\*\*\* OMFG! PICS

Posted by [nopol10](#) on Sun, 11 Mar 2007 01:41:05 GMT

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The size of the world box will still be the same I think.

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Subject: Re: lonsphere \*\*\*\*RELEASE!\*\*\*\* OMFG! PICS

Posted by [jamiejrg](#) on Sun, 11 Mar 2007 03:15:48 GMT

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You are correct sir. The world box is the same size. And the model is pretty much exactly the same size as well.

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Subject: Re: Ionsphere \*\*\*\*RELEASE!\*\*\*\* OMFG! PICS  
Posted by [R315r4z0r](#) on Sun, 11 Mar 2007 06:28:29 GMT  
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pretty cool.

I like first person, looks cool.

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Subject: Re: Ionsphere \*\*\*\*RELEASE!\*\*\*\* OMFG! PICS  
Posted by [jamiejrg](#) on Sun, 11 Mar 2007 16:52:51 GMT  
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Thanks

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