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Subject: Re: Barret .50-Caliber anti-material rifle  
Posted by [FynexFox](#) on Sat, 09 Sep 2006 17:25:59 GMT  
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EDIT: NM renegade is working fine now

I got a present for ya!

Sizing isnt perfect yet, nor are hand positions, and it isnt textured as you can plainly see...but it does fire perfectly straight and as you can see it doesnt look to shitty ingame, cant wait till its textured:-), catch me on AIM merogrivian(sp)

Game doesnt lag either.

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#### File Attachments

1) [Screensnap 01.jpg](#), downloaded 719 times

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XBLADE

Credits: 10013  
Time Remaining: 100

2) [Screensnap 02.jpg](#), downloaded 697 times



Tiberium Refinery  
■■■■■■■■■■



Credits: 99574  
Time Remaining: 1:00