
Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Deactivated](#) on Mon, 31 May 2004 12:14:33 GMT
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A standard weapon for Minigunners, the M16A2 Semiautomatic Rifle fires 5.56mm ammunition and is effective against infantry and light armoured vehicles. It has single and burst firing modes.

Click on a picture to enlarge it

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Sir Phoenixx](#) on Mon, 31 May 2004 13:59:42 GMT
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That sucks, the model looks poorly made, a lot of it is out of proportion, the model is missing a lot of detail, the texture is really blurry, and it looks like it was just a copy/paste from some picture of the m16 from the internet.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Deactivated](#) on Mon, 31 May 2004 14:06:10 GMT
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Thanks. You seem to like it very much.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Sir Phoenixx](#) on Mon, 31 May 2004 14:25:34 GMT
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Seriously, it's looks bad, it really needs to be redone. (the right way this time)

(If you want I can post a render of a high detail M4A1 that I'm working on right now and you can see how the front is supposed to be modeled.)

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Genocide](#) on Mon, 31 May 2004 14:53:28 GMT
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Yeah i see where those points have been missed out.

FYI: Commando is going for the realistic approach gameplay and in appearance so even if it was a photo it still looks fantastic.

Big textures also used on it like 2 512X512 maps.

Also the mod is *only* 3RD person so its totally detailed.

Here's renalerts for comparison:

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Majiin Vegeta](#) on Mon, 31 May 2004 14:56:40 GMT
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on the cammandos rifle the end barrel looks really fat :/

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Aircraftkiller](#) on Mon, 31 May 2004 15:07:53 GMT
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Yeah, you notice that our M-16 looks like an M-16, whereas the Commando M-16 looks like something that tries for it, but falls flat on its face... And it uses two 512x maps.

What's your point when comparing it to RA anyway?

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Sir Phoenixx](#) on Mon, 31 May 2004 15:12:39 GMT
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Here's two renders of the front of a high detail M4A1 model I'm working on (mainly for a portfolio), it's modeled almost exactly after the real thing.

<http://www.n00bstories.com/image.fetch.php?id=1205906807>

<http://www.n00bstories.com/image.fetch.php?id=1185408099>

(You can use these images as references...)

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Deactivated](#) on Mon, 31 May 2004 15:15:29 GMT

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AircraftkillerYeah, you notice that our M-16 looks like an M-16, whereas the Commando M-16 looks like something that tries for it, but falls flat on its face... And it uses two 512x maps.

No, it uses a single 512x512 map.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [TnTANDY](#) on Mon, 31 May 2004 15:16:55 GMT

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Does it even matter?
Its just a gun!

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Sir Phoenixx](#) on Mon, 31 May 2004 15:22:06 GMT

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SeaManAircraftkillerYeah, you notice that our M-16 looks like an M-16, whereas the Commando M-16 looks like something that tries for it, but falls flat on its face... And it uses two 512x maps.

No, it uses a single 512x512 map.

Are you telling us that Genocide, the person that modeled/"textured" it is wrong?

GenocideBig textures also used on it like 2 512X512 maps

(And I'm pretty sure Aircraftkiller was referring to our M16A1 when he said that, since ours uses 2 512x512 textures also.)

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Deactivated](#) on Mon, 31 May 2004 15:28:14 GMT

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Sir PhoenixxAre you telling us that Genocide, the person that modeled/"textured" it is wrong?

Havoc89 modelled and textured it.
<http://www.renegadeforums.com/viewtopic.php?t=10663>

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Sir Phoenixx](#) on Mon, 31 May 2004 15:33:07 GMT
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Oh, nevermind then...

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Genocide](#) on Mon, 31 May 2004 15:41:29 GMT
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where is the love

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Spice](#) on Mon, 31 May 2004 18:53:20 GMT
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It looks great to me , are you really gonna notice it in-game that much? It already looks great but it would have been nice to see a first person view since the mod will be only first person.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Deactivated](#) on Mon, 31 May 2004 18:57:36 GMT
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EXdeath7It looks great to me , are you really gonna notice it in-game that much? It already looks great but it would have been nice to see a first person view since the mod will be only first person.

Um.. third person only.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Spice](#) on Mon, 31 May 2004 19:04:25 GMT
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OH thought genocide said first person for some reason Looks great then. you cant compare a 3rd person model to a first person model. Obviously 1 will have more detail then the other. It doesnt really matter anyways , as long as it shoots and kills people and looks moderatly good its fine Not everything needs to be compared to renalert constantly.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [maytridy](#) on Mon, 31 May 2004 19:27:41 GMT

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Ohh, well, if that's only third person, it's fine.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [jd422032101](#) on Mon, 31 May 2004 20:07:01 GMT

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it not that bad

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Renx](#) on Mon, 31 May 2004 20:46:13 GMT

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The textures on different parts of the gun don't go well together. And parts of it look plastic.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Havoc 89](#) on Tue, 01 Jun 2004 00:14:36 GMT

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what do you want me to do? remodel the whole thing again? i agree there are some flaws in the model it self, but i dont like the fix models that are already skinned. and as for the skin, i can understard, it isnt very good. but its not a side view image of the M16A2, i'll just stick with this for now, maybe during my summer ill redo everything, but not now.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Spice](#) on Tue, 01 Jun 2004 00:21:25 GMT

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Who the hell made it havoc89 or genocide?

EDIT: Oh nevermind didnt see that ...

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [--oo00o00oo--](#) on Tue, 01 Jun 2004 00:25:51 GMT

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SeaManHavoc89 modelled and textured it.
<http://www.renegadeforums.com/viewtopic.php?t=10663>

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Genocide](#) on Tue, 01 Jun 2004 02:30:39 GMT
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I guess it really matters who modelled and textured it, I wasn't getting at anything when showing the Renalert pic apart from showing where the parts was missing from Commando's M16a2.

All of us on the renegade forums misunderstand each other and this causes some kind of grudge, I don't visit much any more because its rather like watching the news, those who get that sick feeling know what I mean.

Cliques around here are also obvious when why don't we all just be free, the community is all ready corrupt and what's left of it is trying to make something new to play, to be honest we are probably one of the most strongest community's out there but that comes at a price.

Every single existing thing deserves a chance. Literally. And what we have to do is try, its up to all of us but if we do we can swipe our demons and grudges against each other.

I want to get along with the people that seem to constantly dig at me, honestly I don't even know why we argued in the first place apart from the "oh I don't clique with the most

miscommunication. Sir Phoenixx, dude we used to be good friends and maybe you don't remember but there's a rather large obvious barrier now.

Anyway that's what ive been trying to say for along time.

Sigh
Nite.

Subject: C&C Commando: M16A2 Semiautomatic Rifle
Posted by [Sir Phoenixx](#) on Tue, 01 Jun 2004 02:49:45 GMT
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GenocideSir Phoenixx, dude we used to be good friends and maybe you don't remember but there's a rather large obvious barrier now.

Anyway that's what ive been trying to say for along time.

Sigh
Nite.

What are you talking about? I didn't even say one thing to you in this thread.

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [c0nFuZ0r](#) on Tue, 01 Jun 2004 04:11:44 GMT

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That looks cool. Is there anyway you can just put a link up to download so it would work in game?

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 04:33:36 GMT

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You pissed away the "I want to be friends" chance a long, long time ago.

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Genocide](#) on Tue, 01 Jun 2004 04:44:08 GMT

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Your right but were as bad as each other huh, really man.

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 06:42:28 GMT

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Problem is; I don't care...

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Deactivated](#) on Tue, 01 Jun 2004 09:01:55 GMT

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Sir PhoenixxWhat are you talking about? I didn't even say one thing to you in this thread.

You first thought it was made by Genocide, and said the rifle was "total crap". When I told it was made by Havoc, then you said "nevermind". So suddently the rifle become "better".

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [pulverizer](#) on Tue, 01 Jun 2004 09:38:04 GMT

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anyway, I like the gun, good job :thumbsup:

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Sir Phoenixx](#) on Tue, 01 Jun 2004 14:32:28 GMT

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SeaManSir PhoenixxWhat are you talking about? I didn't even say one thing to you in this thread.

You first thought it was made by Genocide, and said the rifle was "total crap". When I told it was made by Havoc, then you said "nevermind". So suddently the rifle become "better".

When you finally learn how to read, let me know. :rolleyes:

You said the thing only used 1 texture, and Genocide, who I thought made it, said it used 2 textures.

Which is why I said...

Quote:Are you telling us that Genocide, the person that modeled/"textured" it is wrong?

Quote:Big textures also used on it like 2 512X512 maps

Then after you said Genocide wasn't the one who modeled/textured it, I said nevermind about the above comment.

I NEVER even slightly implied that I only said the model is crap because Genocide made it. I'm not going to curve my opinions or lie (Like nearly everyone else here.) and say it's better/worse than it really is, no matter who made it. If Genocide makes something that doesn't look that good, I'll give my honest opinion (which has always included tips/reasons/etc. why it's bad), if he wants to take it as an insult, than that's his fault.

(Oh, by the way, troll... I said the model was crap long before Genocide commented on the model (which is why I thought he made it).)

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Genocide](#) on Tue, 01 Jun 2004 17:11:22 GMT

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AircraftkillerProblem is; I don't care...

Fine.

[quote="Sir Phoenixx"](Oh, by the way, troll... I said the model was crap long before Genocide commented on the model (which is why I thought he made it).)quote]

Ha.

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Havoc 89](#) on Thu, 03 Jun 2004 00:53:24 GMT

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well... i dunno if we should use this for commando but ill show it to you anyways, sience you guys want to see an M16A2, i still think there is one flaw in it, but we'll see...

made it yesterday. Poly is a tad bit too much for ren to handle.

Pic 1

Pic 2

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Sir Phoenixx](#) on Thu, 03 Jun 2004 01:17:06 GMT

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Now that looks A LOT better.

How much polygons does it have?

(Also, re-render it with smoothing off, so we can see where all of the polygons are at.)

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Spice](#) on Thu, 03 Jun 2004 01:57:37 GMT

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Yes it does look alot better Nice job.

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Havoc 89](#) on Thu, 03 Jun 2004 02:32:54 GMT

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Umm... well the poly is pretty god damn high but its at 2143 in triangles and 935 in quads.

Here is the picture of it with no smoothing

Subject: C&C Commando: M16A2 Semiautomatic Rifle

Posted by [Spice](#) on Thu, 03 Jun 2004 02:57:08 GMT

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Damn your weapon models rock Kinda high poly though but it still rocks.
