
Subject: Renegade Alert M-60 HMG

Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 16:56:56 GMT

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The M-60 is the primary weapon of the Allied Officer. Built strong, he is able to carry it and fire at the same time, though in reality this is practically impossible - don't let Rambo fool you.

The weapon is semi-accurate, but capable of spewing hundreds of rounds within the span of a minute. It damages vehicles decently well and tears soldiers apart - it's also very effective against buildings.

Additionally, it outranges the Rifle Soldiers by 20 meters.

Sir Phoenixx created the model, and Darkblade made the texture for it.

Subject: Renegade Alert M-60 HMG

Posted by [spreegem](#) on Sun, 04 Jul 2004 17:15:21 GMT

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OMG! That's one great model and texture. I can't wait for .993 or whenever this will appear in game. This will be good enough to sell if it was legal.

Subject: Renegade Alert M-60 HMG

Posted by [Xtrm2Matt](#) on Sun, 04 Jul 2004 17:21:50 GMT

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Looking good as always

Subject: Renegade Alert M-60 HMG

Posted by [terminator 101](#) on Sun, 04 Jul 2004 17:23:20 GMT

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Hmm, that looks similar to the machine gun in Half Life: opposing force. So it looks good.

And also, it looks similar to the one in Counter-Strike

Is it the same thing as those weapons?

Subject: Renegade Alert M-60 HMG

Posted by [xptek_disabled](#) on Sun, 04 Jul 2004 17:23:48 GMT

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Xtrm2MattLooking good as always

Subject: Renegade Alert M-60 HMG

Posted by [Deactivated](#) on Sun, 04 Jul 2004 17:37:30 GMT

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Terminator 101Hmm, that looks similar to the machine gun in Half Life: opposing force. So it looks good.

And also, it looks similar to the one in Counter-Strike

Is it the same thing as those weapons?

They are M60s, what else did you expect?

Subject: Renegade Alert M-60 HMG

Posted by [Doitle](#) on Sun, 04 Jul 2004 17:49:43 GMT

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Quote:They are M60s, what else did you expect?

I'm near positive that Renalert one is atleast based on the M60, but the Counterstrike weapon is a SAW.

Subject: Renegade Alert M-60 HMG

Posted by [terminator 101](#) on Sun, 04 Jul 2004 18:00:35 GMT

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SeaManTerminator 101Hmm, that looks similar to the machine gun in Half Life: opposing force. So it looks good.

And also, it looks similar to the one in Counter-Strike

Is it the same thing as those weapons?

They are M60s, what else did you expect?

I know, but they don't look exactly the same, so I was just wondering

Look at AK-47, it allways looks the same, but those M60s don't.

Subject: Renegade Alert M-60 HMG

Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 18:27:08 GMT

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Those pictures you posted weren't M-60s - They're Squad Automatic Weapons, or SAWs, which are entirely different weapons from M-60s.

Subject: Renegade Alert M-60 HMG

Posted by [Sir Phoenixx](#) on Sun, 04 Jul 2004 19:37:31 GMT

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Terminator 101Hmm, that looks similar to the machine gun in Half Life: opposing force. So it looks good.

And also, it looks similar to the one in Counter-Strike

Is it the same thing as those weapons?

Those are the FN M249 SAW, you can tell by the shape of the fore grip and the iron sights.

And those guns suck, they're among the ugliest weapon models I've seen in a game, especially the CS one, it's very inaccurately modeled (Neon yellow bullets! lol...).

Subject: Renegade Alert M-60 HMG

Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 21:21:11 GMT

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I dunno...I think the Half-Life one looks pretty good, but yeah, the Counter-Strike one sucks.

Subject: Renegade Alert M-60 HMG

Posted by [Renx](#) on Sun, 04 Jul 2004 22:22:12 GMT

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In game...

Subject: Renegade Alert M-60 HMG

Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 22:38:10 GMT

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...From that one shot, the model really doesn't look all that great, and seems sort of tiny and hiding in the corner for such a big gun. Does it need to be scaled up some more, or does it have a huge recoil animation, or what?

Subject: Renegade Alert M-60 HMG
Posted by [flyingfox](#) on Sun, 04 Jul 2004 22:47:55 GMT
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It would look more appealing if it was held out further. See example:

Subject: Renegade Alert M-60 HMG
Posted by [Ferhago](#) on Sun, 04 Jul 2004 23:44:04 GMT
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Whoa that looks really really weird in game

Subject: Renegade Alert M-60 HMG
Posted by [icedog90](#) on Sun, 04 Jul 2004 23:56:21 GMT
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It looks OK in-game, but I like what FlyingFox suggested. (BTW, what game is that picture from?)

Subject: Renegade Alert M-60 HMG
Posted by [Renx](#) on Mon, 05 Jul 2004 00:06:56 GMT
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It's still being adjusted. Right now it does look horrible in that position...and it's definitely not staying like that.

Subject: Renegade Alert M-60 HMG
Posted by [icedog90](#) on Mon, 05 Jul 2004 00:08:15 GMT
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RenxIt's still being adjusted. Right now it does look horrible in that position...and it's definitely not staying like that.

That's great to hear.

Subject: Renegade Alert M-60 HMG
Posted by [bigejoe14](#) on Mon, 05 Jul 2004 00:46:35 GMT
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Quote:what game is that picture from?
Soldier of Fortune II.

Subject: Renegade Alert M-60 HMG
Posted by [Sir Phoenixx](#) on Mon, 05 Jul 2004 01:07:35 GMT
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The M60 will be moved further out, and the box magazine is already modeled, and it's being textured...

Subject: Renegade Alert M-60 HMG
Posted by [flyingfox](#) on Mon, 05 Jul 2004 01:21:19 GMT
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Cool, modeled after the one in soldier of fortune?

Subject: Renegade Alert M-60 HMG
Posted by [Sir Phoenixx](#) on Mon, 05 Jul 2004 01:38:09 GMT
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No, a real box magazine...

The one on the SOFII M60 kind of looks like they mistook part of the M60 for a box magazine.

Subject: Renegade Alert M-60 HMG
Posted by [SuperFlyingEngi](#) on Mon, 05 Jul 2004 16:35:32 GMT
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Are you going to make a super-snazzy reload animation for the M-60, or will it just sort of disappear off-screen for a minute?

Subject: Renegade Alert M-60 HMG
Posted by [kopaka649](#) on Mon, 05 Jul 2004 16:50:16 GMT
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Good looking model

BTW, this is the cs (cz) m60:

Subject: Renegade Alert M-60 HMG

Posted by [icedog90](#) on Mon, 05 Jul 2004 16:54:27 GMT

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Meh, I could never stand the left weapon view option in CS.

Subject: Renegade Alert M-60 HMG

Posted by [Deactivated](#) on Mon, 05 Jul 2004 16:56:44 GMT

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That was left-handed.

Subject: Renegade Alert M-60 HMG

Posted by [KIRBY098](#) on Tue, 06 Jul 2004 14:09:20 GMT

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As stated earlier, it needs some help, but looks ok.

These guns are wonderful weapons of war. When I was trying out, my goal was to be 60 gunner, as I have the build for it.

Unfortunately, being this big, also means I sink in water, and can't run very fast.

I had the opportunity to fire one of these, after hooking up a SEAL with a favor, but never got to fire it because of a foolish security geek who wouldn't let on to the fantail to find the chief who promised the favor.

Subject: Renegade Alert M-60 HMG

Posted by [SuperFlyingEngi](#) on Tue, 06 Jul 2004 14:43:36 GMT

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Huh...I would have figured that if you were a SEAL that you could just waltz on to your firing range and tell someone you want to shoot an M-60... Because isn't varied firearm training a good thing?

Subject: Renegade Alert M-60 HMG

Posted by [KIRBY098](#) on Tue, 06 Jul 2004 14:48:47 GMT

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SuperFlyingEngiHuh...I would have figured that if you were a SEAL that you could just waltz on to your firing range and tell someone you want to shoot an M-60... Because isn't varied firearm training a good thing?

I would have been able to, if I had been a SEAL.

I unfortunately never made it past tryouts, and had to remain on the Carrier. Bad knees have away of disqualifying you quickly.

Subject: Renegade Alert M-60 HMG

Posted by [Renx](#) on Tue, 06 Jul 2004 15:22:42 GMT

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Subject: Renegade Alert M-60 HMG

Posted by [SuperFlyingEngi](#) on Tue, 06 Jul 2004 15:27:06 GMT

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Awesome! Looks A LOT better! Will there be a big fancy reload animation or will it just sort of go off-screen?

Subject: Renegade Alert M-60 HMG

Posted by [Renx](#) on Tue, 06 Jul 2004 15:29:12 GMT

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It will just drop out of your view, then come back up loaded again.

Subject: Renegade Alert M-60 HMG

Posted by [Jaspah](#) on Wed, 07 Jul 2004 04:15:14 GMT

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That's so boring, though.

Subject: Renegade Alert M-60 HMG

Posted by [SuperFlyingEngi](#) on Wed, 07 Jul 2004 12:46:48 GMT

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If you want a real -60 reload animation, you could always just copy the one from the SAW in America's Army. They both work pretty much the same. Or, you could always make it go parallel to the screen, only about a third of it visible, with the top of the gun pointing towards the screen, and have it jolt for a second or so and come back up with a new clip...

Subject: Renegade Alert M-60 HMG

Posted by [KIRBY098](#) on Wed, 07 Jul 2004 12:49:31 GMT

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SuperFlyingEngi If you want a real -60 reload animation, you could always just copy the one from the SAW in America's Army. They both work pretty much the same. Or, you could always make it go parallel to the screen, only about a third of it visible, with the top of the gun pointing towards the screen, and have it jolt for a second or so and come back up with a new clip...

Or we could ask John Kerry how to reload one. I hear he's a big war hero. Or at least he thinks he is.

Subject: Renegade Alert M-60 HMG

Posted by [U927](#) on Wed, 07 Jul 2004 13:13:36 GMT

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Must you drag politics into this thread?

Subject: Renegade Alert M-60 HMG

Posted by [KIRBY098](#) on Wed, 07 Jul 2004 13:16:00 GMT

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Umbral_DelaFlare Must you drag politics into this thread?

Must you remark on it?

Subject: Renegade Alert M-60 HMG

Posted by [SuperFlyingEngi](#) on Wed, 07 Jul 2004 14:20:22 GMT

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KIRBY098

Or we could ask John Kerry how to reload one. I hear he's a big war hero. Or at least he thinks he is.

Kirby...according to Kerry's war record, which the Republicans foolishly demanded to be released, he was a big guy in the war. He won a Silver Star, a Bronze Star, a couple Purple Hearts, purportedly killed 20 enemy soldiers, and still has shrapnel lodged inside of him, along with his commanders saying he's an excellent soldier fit to lead.

Alright, I'm done with my rant.

Subject: Renegade Alert M-60 HMG
Posted by [U927](#) on Wed, 07 Jul 2004 18:01:49 GMT
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BACK ON TOPIC....

Will the M60 feature any animation whatsoever, like casings being ejected or the bullets being fed into the gun?

Subject: Renegade Alert M-60 HMG
Posted by [Renx](#) on Wed, 07 Jul 2004 18:03:53 GMT
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Umbral_DelaFlareBACK ON TOPIC....

Will the M60 feature any animation whatsoever, like casings being ejected or the bullets being fed into the gun?

Other than the recoil animation, I don't think so. It will just go below the screen to reload. There is no time for big fancy animation at the moment.
