Subject: Sniper rifle replacement help
Posted by kirby651 on Sat, 22 Jan 2005 18:50:35 GMT
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Ok. so i just finished a replacement for the sniper rifle. All the animations work except reload. the hands move and the gun moves but the clip wont move, it stays attached to the gun.

Note: I started ith the base sniper rifle and changed the scope so i dont know how WW did it.

Subject: Sniper rifle replacement help
Posted by idebo on Sat, 22 Jan 2005 20:32:14 GMT
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When you finish, make sure it will be Renguard allowed.

Subject: Sniper rifle replacement help
Posted by kirby651 on Sat, 22 Jan 2005 20:52:27 GMT
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How do i do that?

Subject: Sniper rifle replacement help
Posted by Naamloos on Sat, 22 Jan 2005 22:39:21 GMT
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Sorry for off topic, but what does "There is no spoon" mean(in your sig)? I keep hearing it so many times but i have no idea what it means, lol.

Subject: Sniper rifle replacement help
Posted by Pendullum on Sat, 22 Jan 2005 22:51:39 GMT
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Its from The Matrix you b00n

Subject: Sniper rifle replacement help
Posted by kirby651 on Sun, 23 Jan 2005 01:18:17 GMT
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heres some shots of it.

http://img.photobucket.com/albums/v299/kirby651/riflereload.jpg
http://img.photobucket.com/albums/v299/kirby651/Rifleback.jpg
http://img.photobucket.com/albums/v299/kirby651/rifle3rdperson.jpg
http://img.photobucket.com/albums/v299/kirby651/rifle1stperson.jpg

and how do i get set for renguard?

Subject: Sniper rifle replacement help
Posted by Sir Phoenixx on Sun, 23 Jan 2005 01:22:18 GMT
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In the waiting room to the oracle, Neo sees a child bend a spoon with his mind, the child tells Neo that he only has to realize that there really is no spoon (being in the matrix and not real) to bend it.

Subject: Sniper rifle replacement help
Posted by Naamloos on Sun, 23 Jan 2005 01:34:50 GMT
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Ah, i still can't see what's so funny about it though... Well i mean it sounds funny since it's random, but that's all.

kirby changed his sig btw for those who wonder.

Subject: Sniper rifle replacement help
Posted by cowmisfit on Sun, 23 Jan 2005 01:46:50 GMT
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....a sniper rifle

with out a scope

how cute. :rolleyes:

Subject: Sniper rifle replacement help
Posted by kirby651 on Sun, 23 Jan 2005 02:50:34 GMT
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as if anyone ever uses it anyway. :rolleyes:

Ever play a sniper server?

The plan was to give it a 100 round drum and change it to the auto rifle but that seemed like to much work :whatthat:

Subject: Sniper rifle replacement help
Posted by glyde51 on Sun, 23 Jan 2005 02:53:31 GMT
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and too much cheating...

Subject: Sniper rifle replacement help
Posted by flyingfox on Sun, 23 Jan 2005 05:17:02 GMT
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Your rifle looks strikingly similar to the normal sniper rifle in body...did you change much? somebody tried to use that sniper rifle (the normal one) with it's scope and front bit cut off and pass it off as their own shotgun model....it used to be on planetcnc.

Subject: Sniper rifle replacement help
Posted by M1Garand8 on Sun, 23 Jan 2005 09:51:53 GMT
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It looked like a Carbine version of the original sniper rifle without the scope attached.

Subject: Sniper rifle replacement help
Posted by cowmisfit on Sun, 23 Jan 2005 13:26:49 GMT
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kirby651as if anyone ever uses it anyway. :rolleyes:

Ever play a sniper server?

The plan was to give it a 100 round drum and change it to the auto rifle but that seemed like to much work :whatthat:

ROFL, ALl i did was snipe for the 3 years i played Renegade. SHut up n00bie.

Subject: Sniper rifle replacement help
Posted by kirby651 on Sun, 23 Jan 2005 19:29:41 GMT
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ok i got it working.

i am such an idiot, the reload animation file name is "F_Ga_snip_relod.w3d"

I was puting it in as F_Ga_snip_reload.w3d

and yes i just took the scope off. i like it better this way.