
Subject: RenRevolver
Posted by [Oblivion165](#) on Tue, 08 Mar 2005 20:42:30 GMT
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I dont actively post on the mod forum (only general) so i made a topic of it.

All the info i want to get out is in the link in my signature. (Click the image)

or <http://www.rr.oblivionabre.com/>

Subject: RenRevolver
Posted by [Doitle](#) on Wed, 09 Mar 2005 04:43:40 GMT
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Your still welcome to this revolver...

Subject: RenRevolver
Posted by [Spice](#) on Wed, 09 Mar 2005 05:03:24 GMT
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I really want to help but I'm already wise high in mods. I don't want to drown.

Subject: RenRevolver
Posted by [IRON FART](#) on Wed, 09 Mar 2005 05:39:43 GMT
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You'll float if you believe you can.

Subject: RenRevolver
Posted by [Oblivion165](#) on Wed, 09 Mar 2005 05:53:13 GMT
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DoitleYour still welcome to this revolver...

Doitle im dying for that revolver

Is it boned? Eitherway, just let me know how to transfer..

Subject: RenRevolver

Posted by [Doitle](#) on Wed, 09 Mar 2005 13:32:51 GMT

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It's in 3dsm format. I can export to .3ds which you can export in Gmax. Its just a matter of rotating a bit and making a box and naming it something. I can't remember how to even do it anymore. I used to do it way back.

Here:

<http://doitle.miikrr.com/colt1851.3DS>

Have a look at it.

Subject: RenRevolver

Posted by [Oblivion165](#) on Wed, 09 Mar 2005 19:28:12 GMT

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Doitlelt's in 3dsm format. I can export to .3ds which you can export in Gmax. Its just a matter of rotating a bit and making a box and naming it something. I can't remember how to even do it anymore. I used to do it way back.

Here:

<http://doitle.miikrr.com/colt1851.3DS>

Have a look at it.

Alright, thanks alot. Of course credit will be given for it

Subject: RenRevolver

Posted by [Doitle](#) on Wed, 09 Mar 2005 21:40:02 GMT

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Good deal. Tell me if you'd like to see anything else. I've had nothing to make for a long time.

Subject: RenRevolver

Posted by [Oblivion165](#) on Wed, 09 Mar 2005 23:25:11 GMT

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Well of course the hardest thing there is for me to make....

A character, its the most impossible task for me. And so far everyone that is on the mod, cant do the either. I even tried spending days on one, doing the feet and legs in great detail, then working

my way up. Still, pitiful.

Subject: RenRevolver
Posted by [icedog90](#) on Thu, 10 Mar 2005 00:34:54 GMT
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At least make the revolver recoil next time...

Subject: RenRevolver
Posted by [rm5248](#) on Thu, 10 Mar 2005 01:06:49 GMT
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OblivionWell of course the hardest thing there is for me to make....

A character, its the most impossible task for me. And so far everyone that is on the mod, cant do the either. I even tried spending days on one, doing the feet and legs in great detail, then working my way up. Still, pitiful.

I found this tutorial to be very helpful.

Subject: RenRevolver
Posted by [Oblivion165](#) on Thu, 10 Mar 2005 01:13:15 GMT
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icedog90At least make the revolver recoil next time...

Hehe, the way things are now, all of those little bugs are going to be fixed. I hated them too, but didnt know what o do with them.

Kinda like how the bots would drop machine guns

Subject: RenRevolver
Posted by [Doitle](#) on Thu, 10 Mar 2005 01:13:39 GMT
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I could give it a shot there Ob. Do you have any concepts of one?

Subject: RenRevolver
Posted by [Oblivion165](#) on Thu, 10 Mar 2005 01:13:45 GMT
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rm5248OblivionWell of course the hardest thing there is for me to make....

A character, its the most impossible task for me. And so far everyone that is on the mod, cant do the either. I even tried spending days on one, doing the feet and legs in great detail, then working my way up. Still, pitiful.

I found this tutorial to be very helpful.

hmm looks promising, ill give it a try

Subject: RenRevolver

Posted by [Oblivion165](#) on Thu, 10 Mar 2005 01:27:44 GMT

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Doitlel could give it a shot there Ob. Do you have any concepts of one?

Well thats easy, the inspiration for this mod was Red Dead Revolver. Even though we arent trying to make it a sequal or a complete port of it or anything, the style is what we are going for.

http://www.img.oblivionabre.com/ref_build.html

Thats Red, and he would be great to have modeled. But if thats not your bag, then we need a model that can just be re-textured to make new people, kinda like RenAlert did.

Subject: RenRevolver

Posted by [Oblivion165](#) on Thu, 10 Mar 2005 07:08:44 GMT

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I compiled a list of everything i can think of at the moment.

<http://www.img.oblivionabre.com/things.html>

Subject: RenRevolver

Posted by [Doitle](#) on Thu, 10 Mar 2005 13:25:07 GMT

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I'll start down on that list. I can proly make you a good portion of those objects and weapons. Probably all the weapons at least. I'll see how it goes today when I get home.

Subject: RenRevolver

Posted by [Oblivion165](#) on Thu, 10 Mar 2005 20:24:06 GMT

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Doitle! I'll start down on that list. I can prolly make you a good portion of those objects and weapons. Probably all the weapons at least. I'll see how it goes today when I get home.

Great, just let me know what you wroking on though, that way we dont duplicate items. Im working on Common Items 2 at the moment.

Subject: RenRevolver
Posted by [Doitle](#) on Thu, 10 Mar 2005 23:15:46 GMT
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I made you a nice Chandeir thing Ob. Modeled off of ones in style at the time I'd imagine.

<http://doitle.miikrr.com/chandeir.avi>

See if you like, I can send you it in 3ds if you do. You'll have to find some Renegade way to make fire though, I wasn't sure... so I used 3dsm fire.

Subject: RenRevolver
Posted by [Oblivion165](#) on Thu, 10 Mar 2005 23:19:40 GMT
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Wow, thats excellent. For fire i was just going to use a dazzle effect, but that looks great.

Subject: RenRevolver
Posted by [Doitle](#) on Thu, 10 Mar 2005 23:20:53 GMT
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Yeah I'm not sure how to dazzle so you'll have to do that. This method wont work in Ren. I'll remove the fire, and .3ds it for ya...

EDIT:

Here it is: <http://doitle.miikrr.com/chandeir.3DS>

Subject: RenRevolver
Posted by [Oblivion165](#) on Fri, 11 Mar 2005 00:26:45 GMT
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Nice, nice. Yeah i never did a dazzle either, but it looks like its not the way to go on this. A custom emitter looks great on the camp fire, and im working on some candle emitters right now.

Subject: RenRevolver
Posted by [Oblivion165](#) on Fri, 11 Mar 2005 05:08:31 GMT
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