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Subject: Luger

Posted by [Anonymous](#) on Mon, 28 Oct 2002 10:13:00 GMT

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This is my first attempt at a weapon. I mostly mess with turrains, but I wanna know what people think of my first weapon. Oh yeah sorry for the poor pic quality but its Geocities , and I don't know how to fix it. Luger

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Subject: Luger

Posted by [Anonymous](#) on Mon, 28 Oct 2002 10:32:00 GMT

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looks very good.

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Subject: Luger

Posted by [Anonymous](#) on Mon, 28 Oct 2002 13:34:00 GMT

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Thanks its not realy to detailed poly wise I tried to make it as nice as possible with mostly texturing. I wasn't pleased with it though making a new one already .

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Subject: Luger

Posted by [Anonymous](#) on Mon, 28 Oct 2002 15:05:00 GMT

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hhmm yeah not too bad at all.. personaly i dont go on the old style but hey, if its your thing then ide be pretty happy with that, as for your geocities problem with poor pic quality.. try anouther site hoster, geocities sucks now... i went to www.freewebspace.com, if your only looking for a place to host pics then its great get good quality and it takes about 10 minutes to set up the site, then you just upload the pics and link.

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Subject: Luger

Posted by [Anonymous](#) on Mon, 28 Oct 2002 20:50:00 GMT

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Ok think I got the pic quality prob fixed. Oh yeah started from scratch and made a new one looks alittle better . A question for anyone who may know aswell how would I get this thing to work in renegade. I have gone through most topics on this under search but none help. All I need is a link to a tutorial or something along those lines. Thanks New one and old

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Subject: Luger

Posted by [Anonymous](#) on Tue, 29 Oct 2002 19:22:00 GMT

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Both of them are really good! I can't wait to see some buildings or vehicles from you greg

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Subject: Luger

Posted by [Anonymous](#) on Tue, 29 Oct 2002 19:30:00 GMT

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could use a little more polygon detail. but ya. you skin just like i do. make a side view and plop the pic on th side. you also made a texture for the top to i see.

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Subject: Luger

Posted by [Anonymous](#) on Wed, 30 Oct 2002 04:20:00 GMT

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Looks great. I really like the skin, nice and realistic.

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Subject: Luger

Posted by [Anonymous](#) on Wed, 30 Oct 2002 04:56:00 GMT

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export it to .w3d then take a screenshot quality should be much better.

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Subject: Luger

Posted by [Anonymous](#) on Wed, 30 Oct 2002 07:35:00 GMT

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since it will be in a hand dont worry about the handle detail but positon it in your frame as if it was in havocs hand and fix any discrepencies so it looks real ingame

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