
Subject: anyone got weapons models?

Posted by [Anonymous](#) on Sat, 23 Nov 2002 09:11:00 GMT

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ive been looking for new models to use in renegade ive got an Mp5, M16 and Colt 45i was just wondering if anyone had any others

Subject: anyone got weapons models?

Posted by [Anonymous](#) on Sat, 23 Nov 2002 09:13:00 GMT

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talk to booth, he may have an m16 for you

Subject: anyone got weapons models?

Posted by [Anonymous](#) on Sat, 23 Nov 2002 09:46:00 GMT

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I have made a map in the commando level editor and export it to renegade as a Pkg file. Everything works accept my buildings.

Subject: anyone got weapons models?

Posted by [Anonymous](#) on Sat, 23 Nov 2002 09:57:00 GMT

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this the first map you've made? you add controllers? PCT's? need input ... need input ...

Subject: anyone got weapons models?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 01:29:00 GMT

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I can't place pct's because my buildings are empty.

Subject: anyone got weapons models?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 07:21:00 GMT

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empty? as no interior?

Subject: anyone got weapons models?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 07:38:00 GMT

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There is a interior but if i move a building to another place, then the interior is gone.

Subject: anyone got weapons models?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 07:43:00 GMT

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First mistake, dont move your in buildings Commando Editor. You Control + Shift + T right?(Opens the doors to the buildings) Well when your in the building (Commando Editor) Press these buttons again... [November 24, 2002, 07:44: Message edited by: caranto5]

Subject: anyone got weapons models?

Posted by [Anonymous](#) on Sun, 24 Nov 2002 22:23:00 GMT

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Yes that would be me.. what's your e-mail?

Subject: anyone got weapons models?

Posted by [Anonymous](#) on Mon, 25 Nov 2002 10:40:00 GMT

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if u could send it to r_clapperton@hotmail.com then that would b great have u made many weapon models? im trying to learn how to make my own
