
Subject: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Tue, 05 Sep 2006 23:01:13 GMT
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Hey everyone, Im here to let you all know then I am in the process of putting a new gun into renegade. I am debating whether to have it replace the ramjet or make it its own gun. Ill prolly do the latter. It will have enter aniamtions, reload animations, hand positions, the works. Ill keep you all updated. As for the model:

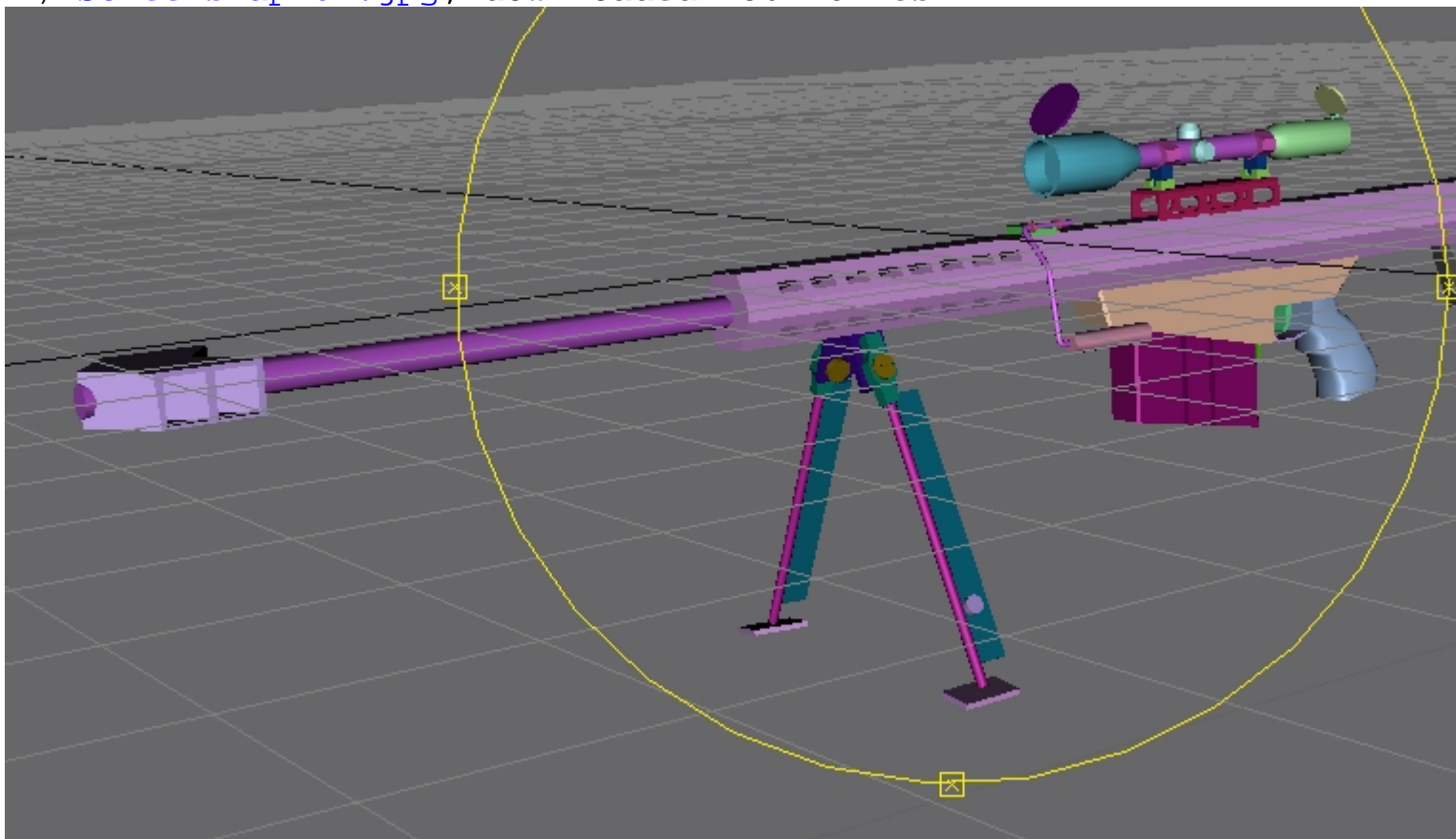
I DID NOT MAKE IT!

Just wanna make that clear, I did not make it, all I did was modify it to lessent the amount of polys.

Thats the model I plan to use. I know, I still have to unwrap it and texture it, Ill get you guys a shot of it textured when Im done. Id like any advice you guys can offer.

File Attachments

1) [Screensnap 01.jpg](#), downloaded 1567 times



Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [jnz](#) on Tue, 05 Sep 2006 23:14:27 GMT

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looks cool, but who did make it?

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [Zion](#) on Tue, 05 Sep 2006 23:17:01 GMT

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And what is the poly count?

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [FynexFox](#) on Tue, 05 Sep 2006 23:26:29 GMT

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Im sorry, I don't know who the creator was, I believe I found it on turbosquid. Uh well the poly count is 4056. I know its high but ive gotten reassurance from Oblivion and Laeubi that it should be fine on most people's systems, if you all think thats too high I can try to bring it down more polys.

EDIT: Also I think I should give you an idea of the animations.

I hope to do this for the enter animation:

When its pulled out the scope caps will open up, then bipod will fold down, and the tote handle will shake back and forth a little. I am going to do up a gmax priviw for all of you.

On reload I hope I can back the bolt lock back, pull mag out, load new in, and charge the bolt. This is a learnign expericen for me and I hope to get the help from all of you.

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [Zion](#) on Wed, 06 Sep 2006 00:36:45 GMT

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I wish you luck, it's a great model. Need any assistance on animating it just ask me.

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [FynexFox](#) on Wed, 06 Sep 2006 00:41:07 GMT

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My biggest problem will be un wrapping it, if anyone wants to unwrap it for me - please, you'll get credit of course.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Spice](#) on Wed, 06 Sep 2006 05:11:29 GMT
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or.....I could give you one of my sniper rifle models. (Which are already UVW mapped.) Like this:

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Wed, 06 Sep 2006 08:23:12 GMT
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I'm not one of the best unwrappers, but i'd give it a shot.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Wed, 06 Sep 2006 13:44:23 GMT
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I don't even know how to unwrap, I tried it, but it didn't unwrap completely, is that unwrap done on 3rds max?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Wed, 06 Sep 2006 14:32:48 GMT
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Yes, using the texporter too.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Wed, 06 Sep 2006 19:15:09 GMT
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thanks Exdeath, but I am really looking forward to getting the barrett in game.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [thrash300](#) on Thu, 07 Sep 2006 01:32:22 GMT
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AWSOME GUN! But PLEASE WHAT EVER YOU DO DO NOT MAKE IT THESE COLORS!

Im looking forward to it! Can you make the reloading process somewhat speedy please.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [thrash300](#) on Thu, 07 Sep 2006 01:35:08 GMT

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It reminds me of the KALASHIKOV family particularly the Ak-47 and the Dragunov Sniper Rifle. Your gun looks like it has both of them fused together.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [havoc9826](#) on Thu, 07 Sep 2006 03:58:10 GMT

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thrash300 wrote on Wed, 06 September 2006 18:35It reminds me of the KALASHIKOV family particularly the Ak-47 and the Dragunov Sniper Rifle. Your gun looks like it has both of them fused together.

The M82 is an American gun, and therefore has no relation to the Kalashnikova family. It may have some similarities to the Dragunov SVD since it's a sniper rifle, but the Dragunov uses 7.62 mm ammunition, whereas the M82 uses .50 cal specialized rounds. Here's a Video of the M82 in a training program. There are skips in the video at around 3:38 (maximize and click on 3:40 to continue), 5:24 (maximize and click on 5:28 to continue), and 6:57 (maximize and click on 6:59 to continue). Sorry, but this is the only video I could find, and it was hard enough to download the first time.

If you don't want to get RealPlayer to play this video, get Real Alternative.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Thu, 07 Sep 2006 15:10:18 GMT

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thrash300 wrote on Thu, 07 September 2006 03:32AWSOME GUN! But PLEASE WHAT EVER YOU DO DO NOT MAKE IT THESE COLORS!

I dont think any1 leave a gun untextured

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [GeshXD](#) on Thu, 07 Sep 2006 15:22:07 GMT

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looks just like the rifle from awpmap.mix (M82) apart from the odd colours

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Thu, 07 Sep 2006 19:11:37 GMT
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would you mind getting me a screenshot of it?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Thu, 07 Sep 2006 19:34:24 GMT
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Just ignore the colors from renx since their just so the modeller can tell what's what. They'll not be the colors ingame.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Thu, 07 Sep 2006 20:35:46 GMT
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Yup Merovingian, so, if someone wants to get in one this and unwrap it and texture it, Ill rig it, and Im also making a map to play with it on. Its gonna be TS_Fall for renegade, if any of you have HL and play the specialist mod, youll know what Im talking about. Reply here, hit me on aim or msn if your interested.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jaspah](#) on Thu, 07 Sep 2006 22:25:24 GMT
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thrash300 wrote on Wed, 06 September 2006 21:32AWSOME GUN! But PLEASE WHAT EVER YOU DO DO NOT MAKE IT THESE COLORS!

Im looking forward to it! Can you make the reloading process somewhat speedy please.

Do you have any idea what you're talking about?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Fri, 08 Sep 2006 01:05:30 GMT
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was that comment directed to me or the one who you quoted?

I am just learning how to rig guns, so yall are gonna have to wait a bit, also I want the animations to be as realistic as possible, so I am going to spen considerable time on that aswell. I am going to make a movie render of the animations for you guys.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Fri, 08 Sep 2006 22:45:40 GMT
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updates, weeeee.

I dont have yall's animations video done, but I will do it!

Me and Oblivion have beebn discussing ways to make gunjams and fixing etc etc like Americas Army, I hope that could be impemented into my sniper map I am making, as I said i still ned unwrappers and texture-ers, please, if youd like to help let me know, I am currently learning the absics of boning and rigging atm, so dont think its dead or anything.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Fri, 08 Sep 2006 23:02:08 GMT
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IF i could texture, i would help you, but i can't.

I can do realy basic unwraps (like boxes and stuff) but i'd give it a go, not promising anything though.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Sat, 09 Sep 2006 08:21:48 GMT
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hasn't this been unwrapped?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Sat, 09 Sep 2006 12:31:48 GMT
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No, that was Exdeaths model.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Sat, 09 Sep 2006 16:56:36 GMT
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uh oh, big problems, I was testing the 3rd person modeled, its boned and all no worries, its in good shape, but when ever i play renegade, when I exit, It lokcs up windows and I gadda restart, if anyone knows how ti fix this, please tell me so I can continue working on this gun thingy.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Sat, 09 Sep 2006 17:24:47 GMT
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It might be renegade not the model. Play without the model and see what happens...

Try changing some regisry values for renegade and see what happens.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Sat, 09 Sep 2006 17:25:59 GMT
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EDIT: NM renegade is working fine now

I got a present for ya!

Sizing isnt perfect yet, nor are hand positions, and it isnt textured as you can plainly see...but it does fire perfectly straight and as you can see it doesnt look to shitty ingame, cant wait till its textured:-), catch me on AIM merogrivian(sp)

Game doesnt lag either.

File Attachments

1) [Screensnap 01.jpg](#), downloaded 1031 times



NW

EVA

+100

100

XBLADE

Credits: 10013
Time Remaining

2) [Screensnap 02.jpg](#), downloaded 992 times



Tiberium Refinery

W

EV

+100

100

The HUD element shows a circular radar with a green arrow pointing up, labeled 'W'. Below it is a green health bar with a white cross icon and the number '100'. To the right of the health bar is a blue and white icon labeled 'EV'. Below the health bar is another '100'.

Credits: 99574

Time Remaining: 00:00

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Sun, 10 Sep 2006 07:55:40 GMT
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looks real nice

(how are you gonna use it?)

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Sun, 10 Sep 2006 17:16:50 GMT
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I am making a mini mod that is one(maybe 2 maps) and has some nice guns, this one, a modern pistol and stuff, also I think ill make it replace the ramjet for anyone that wants it for that. If anyone wants it to replace something else just ask.

Updates: me and merovinigan did a 3rd person test, screens.

what yall think? we think it needs to be scaled down.

File Attachments

1) [Screensnap 01.jpg](#), downloaded 946 times



zion250

NW

EVA

+100

100

GDI Soldier

Credits: 94769
Time Remaining

2) [Screensnap 02.jpg](#), downloaded 930 times



zion250

GDI Soldier

radeon963
Recruit

NW

EVA

+100

100

Credits: 94779
Time Remaining

3) [Screensnap 03.jpg](#), downloaded 917 times



4) [Screensnap 04.jpg](#), downloaded 935 times



radeon963
Recruit

SW

SW

100

100

The mini-map shows a green arrow pointing towards the top-left corner, labeled 'SW'. Below the mini-map is a health indicator with a green cross and the number '100' inside a green bar, with another '100' below it.

Credits: 94805
Time Remaining

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Sun, 10 Sep 2006 17:54:52 GMT
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I have a decent Walther PPK Automatic Pistol model but it's part of AR at the time being.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Mon, 11 Sep 2006 06:37:15 GMT
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is it gonna be in a new map?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Mon, 11 Sep 2006 07:12:42 GMT
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Yeah, probably .pkg with loads of new weapons and 1-2 deathmatch maps.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Mon, 11 Sep 2006 08:30:20 GMT
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then why a .pkg ?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Mon, 11 Sep 2006 10:09:55 GMT
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Why .mix for only two maps, i mean it's ok for just one map but we can put both maps in one .pkg file with the weapons and maybe some music tracks for players while they play.

Maybe if it's a success then we'll release it as two .mix files like C&C_awpmap.mix has.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Mon, 11 Sep 2006 15:36:46 GMT
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music can be in .mix to, the point is, .pkg is bigger and less played online

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Mon, 11 Sep 2006 18:06:15 GMT
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Well, i'm expressing options. FynexFox makes the decision.

I know music can be played in .mix maps, so can most other things but if we're just testing or at the first release .pkg is better since it's just one file.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [OWA](#) on Mon, 11 Sep 2006 18:33:53 GMT
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Is that gun supposed to be that big?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Mon, 11 Sep 2006 19:11:26 GMT
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well, you know, Ive been debating that, seeing as it is a huge gun in real life I might leave it, but it just doesnt look right, so Ill prolly scale down a few units.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [havoc9826](#) on Tue, 12 Sep 2006 01:37:56 GMT
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Reference material, courtesy of Google.

Manufacturers: Barrett Firearms Manufacturing, Inc. and Unertl
Length: 57 inches (144.78 centimeters)
Barrel length: 29 inches (73.67 cm)
Weight: 32.5 pounds (14.75 kilograms) (unloaded)
Bore diameter: 12.7mm (.50 Caliber)
Maximum effective range on equipment-sized targets: 1800 meters
Muzzle velocity: 2800 feet (854 meters) per second
Magazine capacity: 10 rounds

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Tue, 12 Sep 2006 15:40:49 GMT
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the model is a good look-a-like

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Spice](#) on Tue, 12 Sep 2006 18:49:54 GMT
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It's about 50% too big. You can tell by size comparison between the grip verses the hand.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Wed, 31 Jan 2007 07:50:43 GMT
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hey when this is done please send it to me is there some way it can be put on the sigle player missons

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Wed, 31 Jan 2007 07:58:36 GMT
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hey you should add the obelisk gun and some other hi powered gun for gdi

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Veyrdite](#) on Wed, 31 Jan 2007 08:13:12 GMT
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i would unwrap it, but i am amatuer and unreliable. probably forget entirely about it.

i dont think it needs to be smaller, but the stand needs to be tilted a little back.
i dout its possible, but could you replace the bones for crouching with prone in your mod?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jerad2142](#) on Wed, 31 Jan 2007 14:39:04 GMT
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Wow, all a sudden tons of new guns are being added into Renegade!

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Wed, 31 Jan 2007 20:16:52 GMT

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HEY i have played against you i think and boy did you wip me bad!!!!!!!

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Slave](#) on Wed, 31 Jan 2007 20:50:54 GMT

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lol that was random...

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jerad2142](#) on Wed, 31 Jan 2007 20:55:57 GMT

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sharra wrote on Wed, 31 January 2007 13:16HEY i have played against you i think and boy did you wip me bad!!!!!!!
jerad8668?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Wed, 31 Jan 2007 22:19:19 GMT

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yes him

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jerad2142](#) on Thu, 01 Feb 2007 03:21:59 GMT

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I am modding Renegade, therefore I play it a lot.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Thu, 01 Feb 2007 17:16:17 GMT

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I think it should replace the free gdi & nod soldiers Machinguns or you could give it to the techs and free engineers they are laking firepower

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [FynexFox](#) on Fri, 02 Feb 2007 02:09:00 GMT

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Well this was a little bit odd. Umm, I didn't expect this topic to be brought up. Well, I suppose if y'all want new stuff, go to RP2, I'm rigging weapons for em, don't expect em in the coming up release though.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Fri, 02 Feb 2007 06:07:09 GMT

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are you making a mod to put your sniper rifel in and what is rp2

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jerad2142](#) on Fri, 02 Feb 2007 06:30:57 GMT

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sharra wrote on Thu, 01 February 2007 23:07are you making a mod to put your sniper rifel in and what is rp2
Roll Play 2

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Fri, 02 Feb 2007 19:27:39 GMT

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Jerad Gray wrote on Fri, 02 February 2007 00:30 [/quote
Roll Play 2
thanks link please

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Fri, 02 Feb 2007 20:12:24 GMT

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Well I don;t even have renegade installed, nor do I have the tools. At the moment I'm addicted to World of Warcraft so not any time soon will I have a mod. I did have plans to create an urban map where your only weapons where the Barret, dual wielded glocks, knives, and binoculars, I think it'd be fun but don't expect it, I'm known for not finishing much of anything I start.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Fri, 02 Feb 2007 20:30:17 GMT

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if i make you a map could you do thr rest when ever you get renegad reinstaled

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Fri, 02 Feb 2007 21:53:48 GMT

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Interesting, the map would be a replica of a map from a mod fro Half Life 1 called The Specialists.
The map is TS_Fall, contact me, lets talk it over.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Sat, 03 Feb 2007 00:00:27 GMT

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i'll pm you
