

---

**Subject: Pistol mod request**

Posted by [Slave](#) on Wed, 13 Dec 2006 19:59:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm probably not the first person to notice this, but inside M06.mix there is a file called x6b\_pistols.w3d.

It's some cinematic file featuring 3 pistols. Nothing special at first, but when i took a closer look at the funny floating pistols, i noticed they contain a part that's left out of the pistol we know... Here's a pic:

---

I tried attaching the bar to the standard pistol myself, but im kind of a 3dmax/gmax retard... That's why i most humbly ask if anyone is able to do this for all of us. It would be cool to see this useless piece of heavy metal in action.

---

---

---

**Subject: Re: Pistol mod request**

Posted by [Zion](#) on Wed, 13 Dec 2006 23:00:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've seen this ingame before, i'm sure one of us already has it rigged and textured etc. Search (look up) or ask around.

---

---

---

**Subject: Re: Pistol mod request**

Posted by [Canadacdn](#) on Thu, 14 Dec 2006 01:12:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What an odd pistol. I wonder if that cool pistol from the beta renegade is in the game somewhere...

---

---

---

**Subject: Re: Pistol mod request**

Posted by [Slave](#) on Thu, 14 Dec 2006 17:42:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Just a single texture, but it doesn't win the high quality texture award. It's probably for 3rd person.

Back on topic,

Mero, i searched the forums for the pistol but i didn't find a thing. Any idea where and when you saw it? (oh and by the way, the green piece of skin is already inside the standard pistol texture)

---

---

---

**Subject: Re: Pistol mod request**

Posted by [idebo](#) on Thu, 14 Dec 2006 19:12:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Slave wrote on Thu, 14 December 2006 18:42

MP-7 anyone?

---

---

Subject: Re: Pistol mod request

Posted by [Slave](#) on Thu, 14 Dec 2006 20:25:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Uhm, yeah, but what would be the purpose of a NATO gun in the C&C Universe...

---

---

Subject: Re: Pistol mod request

Posted by [idebo](#) on Thu, 14 Dec 2006 22:15:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Like the HMMV? M1 Abrams tank, Bradly, M-113, Apache... etc. etc. etc. etc.

---

---

Subject: Re: Pistol mod request

Posted by [Slave](#) on Thu, 14 Dec 2006 22:27:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

not exactly, but im not interested in this debate.

k, ontopic please

---

---

Subject: Re: Pistol mod request

Posted by [Veyrdite](#) on Fri, 15 Dec 2006 09:55:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

that pistol is on a screenshot at <http://www.ea.com/official/cc/firstdecade/us/renegade.jsp> somewhere.i think it has been removed though.

---

---

Subject: Re: Pistol mod request

Posted by [Canadacdn](#) on Sat, 16 Dec 2006 08:03:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

dthdealer wrote on Fri, 15 December 2006 03:55that pistol is on a screenshot at <http://www.ea.com/official/cc/firstdecade/us/renegade.jsp> somewhere.i think it has been removed though.

---

Nope, its still there.

---

---

---

---

**Subject: Re: Pistol mod request**  
Posted by [Veyrdite](#) on Sun, 17 Dec 2006 02:21:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

heah, at least we know where it is.  
i have seen its model and skin in the directory as well. too bad the skin is a wittle small

---

---

---

---

**Subject: Re: Pistol mod request**  
Posted by [Spyder](#) on Tue, 19 Dec 2006 19:17:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

You mean this one?

---

---

---

---

**Subject: Re: Pistol mod request**  
Posted by [Slave](#) on Tue, 19 Dec 2006 23:31:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

indeed, how sharp of you to notice

---

---

---

---

**Subject: Re: Pistol mod request**  
Posted by [nopol10](#) on Wed, 20 Dec 2006 01:08:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Huh? MAJOR140 killed MAJOR140

---

---

---

---

**Subject: Re: Pistol mod request**  
Posted by [Zion](#) on Wed, 20 Dec 2006 08:33:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Beta version of the game and he was probably the one who set of the Ion (or killed his own dumb self with a C4).

---

---

Subject: Re: Pistol mod request

Posted by [Spyder](#) on Thu, 21 Dec 2006 11:35:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I found the gun model, BUT! It's for pickup only. You can't use it ingame. It was meant to be a spawner. I will post the model when I can reach it, cause it's not on this computer.

---

Subject: Re: Pistol mod request

Posted by [Spyder](#) on Thu, 21 Dec 2006 13:54:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I am trying to make the first person model in 3ds max now, but there's one problem. Since I deleted some kinda box, the model get's blocked away when you try to zoom in. Please tell me how to fix it, cause then I will post it on the forum.

---

Subject: Re: Pistol mod request

Posted by [Slave](#) on Thu, 21 Dec 2006 15:40:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

im not sure if i understand what you mean, why would the pistol zoom?

can't you just use the w3d files of the already existing pistol, delete the model, keep the bones, and put the pimped pistol model at exactly the same spot where the original was? maybe this will also let it use the existing animations, but im not sure, because im not deep into ren modelling.

edit:

just to make sure were on the same wavelength

are you talking about the mp7, or standard pistol with the "roll cage"

---

Subject: Re: Pistol mod request

Posted by [Spyder](#) on Thu, 21 Dec 2006 16:46:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

When I say zoom I mean the 3d model, not ingame zoom like sniper. And I was talking about the Beta pistol from the screenshots. I already asked EA games if they could send me the model, but I don't think they're going to send me the file. Else we make it ourselves.

---

Subject: Re: Pistol mod request

Posted by [Spyder](#) on Thu, 21 Dec 2006 22:03:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The pistol mod is now fully working! The reload animation isn't correct and the handpositions will

be fixed, but it looks like it. I'll post the w3d files and the textures below. Thank me please! I got it working!

### File Attachments

---

1) [Betapistol.zip](#), downloaded 168 times

---

---

Subject: Re: Pistol mod request

Posted by [Veyrdite](#) on Fri, 22 Dec 2006 06:08:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

nice to use and look at but its missing the model for your back and the reload animation has an un-used duplicate clip hovering.

edit: the skin is a little small and wierd

do you think westwood/ea still want to hold copyright on this?

---

---

Subject: Re: Pistol mod request

Posted by [Veyrdite](#) on Fri, 22 Dec 2006 06:11:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

is it just me or is the stanks missile launcher a little high

sorry for off topic

---

---

Subject: Re: Pistol mod request

Posted by [Jerad2142](#) on Fri, 22 Dec 2006 06:27:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It was the beta version.

---

---

Subject: Re: Pistol mod request

Posted by [Canadacdn](#) on Fri, 22 Dec 2006 06:30:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The stank's missile launcher can go that high.

Also, notice how in that picture, the pistol's HUD icon is the other missing pistol?

---

---

Subject: Re: Pistol mod request

Posted by [Spyder](#) on Fri, 22 Dec 2006 07:20:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yep you're right about the pistol hud. But about the model again. I'm still busy making the right hand animations and the right backmodels and dropmodels. The gun's handposition isn't quite what it should be, but this will be fixed later, because I didn't have much time for it then. But please enjoy what we have now, and I will find the Pistol HUD for you . I think it's probably located in the 2003 version of C&C Reborn, that's where I found another model of the pistol first. I'll take a closer look at it.

And one more thing a little off-topic too. Watch the green/red thing that's near the buggy...What the hell is that? A mutant? An engineer? Stealth Black Hand? You name it...I think it's a bit weird over there.

---

---

**Subject:** Re: Pistol mod request

**Posted by** [nopol10](#) **on Fri, 22 Dec 2006 08:50:11 GMT**

[View Forum Message](#) <> [Reply to Message](#)

---

I think that's a Nod Soldier who's standing on the Tiberium Field getting owned by tiberium

---

---

**Subject:** Re: Pistol mod request

**Posted by** [Spyder](#) **on Fri, 22 Dec 2006 13:14:41 GMT**

[View Forum Message](#) <> [Reply to Message](#)

---

Great news! I made the pistol fully working now, it has reload animations that actually work . It has a backmodel, a 3rd person model and a First person model with the right handpositions! Please thank me for this!

---

**File Attachments**

1) [Betapistol Final.zip](#), downloaded 135 times

---

---

**Subject:** Re: Pistol mod request

**Posted by** [Spyder](#) **on Fri, 22 Dec 2006 14:24:53 GMT**

[View Forum Message](#) <> [Reply to Message](#)

---

Sorry! The one there is the one with the wrong backmodel...This one is the right one.

---

**File Attachments**

1) [Betapistol Final.zip](#), downloaded 139 times

---

---

**Subject:** Re: Pistol mod request

**Posted by** [Slave](#) **on Fri, 22 Dec 2006 14:49:01 GMT**

[View Forum Message](#) <> [Reply to Message](#)

---

Cool, thanks for your hard work.

Here are some things i noticed that could need a fix...

1. The scaling is different, but it's not directly bad. Everyone likes a bigger gun, right?
2. The clip has some inverted polygons, you can see through it.
3. The clip stays at its place during reload, another clone moves
4. It has no muzzle flashes
5. The backmodel seems to float at the right shoulder
6. It uses a different skin when the standard pistol skin is exactly the same one, it also has the textures for the roll cage, saves everyone 1 mb.
7. Same for the weapon clip skin
8. The empty shells seem to shoot out of the front in 3rd person.
9. The reload animation also has the model included, it only needs the animation data.

Please dont see this list as flaming, but rather as constructive tips to get it perfect.

Also i have a question, which i shortly mentioned earlier.

Wouldnt it be easier to import the existing pistol model we all have, and then copy paste the rollcage, to that one? Maybe this would also allow it to use the already existing animations, skins and settings. But im not sure, just my theory...

---

---

Subject: Re: Pistol mod request

Posted by [Spyder](#) on Fri, 22 Dec 2006 14:52:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I guess you didn't download the new zip archive I posted? It has the backmodel fix and the handposition fix. The muzzleflash doesn't seem to work, though it's implemented. The fire animation isn't made yet and I ain't thinking of doing that. Maybe i'll make that later, but don't guess for it.

---

---

Subject: Re: Pistol mod request

Posted by [Slave](#) on Fri, 22 Dec 2006 14:56:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I did download the right file

and it uses the standard pistol firing animation, i was just guessing it would be easier to let the new one use all the existing animations

---

Subject: Re: Pistol mod request

Posted by [Spyder](#) on Fri, 22 Dec 2006 16:33:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok I'll try to cover some mistakes, but it won't be now, expect it later.

---

---

Subject: Re: Pistol mod request

Posted by [Veyrdite](#) on Sat, 23 Dec 2006 00:47:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

works fine with me now.

you probably didn't check replace when extracting. that is if you downloaded the earlier version.

---

---

Subject: Re: Pistol mod request

Posted by [Veyrdite](#) on Sat, 23 Dec 2006 00:48:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

another find of that image, it says money instead of credits

---

---

Subject: Re: Pistol mod request

Posted by [Canadacdn](#) on Sat, 23 Dec 2006 03:23:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That new pistol is awesome!

I actually prefer it over the old pistol.

---

---

Subject: Re: Pistol mod request

Posted by [u6795](#) on Sat, 23 Dec 2006 03:59:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I downloaded it, good job.

But I've gotta say, it's pretty huge, lol. Is there anyone who could possibly size down the model? It just looks ridiculous on your back. Otherwise it's wonderful.

Thanks

---

---

Subject: Re: Pistol mod request

Posted by [jnz](#) on Sat, 23 Dec 2006 04:04:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

radar hack FTW

nice pistol, looks awsome!

---

---

---

---

**Subject: Re: Pistol mod request**

Posted by [Spyder](#) on Sat, 23 Dec 2006 08:28:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'll try to resize the model and then I will make a new download package. Thanks for the nice reactions.

---

---

---

---

**Subject: Re: Pistol mod request**

Posted by [Canadacdn](#) on Mon, 25 Dec 2006 04:53:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If this old pistol was found inside a cinematic, maybe that other pistol is lying around inside another cinematic.

It was used in the end video cinematic in M02, maybe Westwood left it there.

---

---

---

---

**Subject: Re: Pistol mod request**

Posted by [Spyder](#) on Mon, 25 Dec 2006 13:01:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok I'll take a look at it.

---

---

---

---

**Subject: Re: Pistol mod request**

Posted by [Slave](#) on Mon, 25 Dec 2006 13:27:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

already did, no good...

the pistol i found is actually used ingame, during a live cinematic.  
the pistol you are referring to is pre-recorded.

but like always, i might be wrong

---

---

---

---

**Subject: Re: Pistol mod request**

Posted by [joe8976](#) on Thu, 28 Dec 2006 14:24:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nice work! Maybe these 2 topics might help you get the muzzle flashes working:

[http://www.renegadeforums.com/index.php?t=msg&goto=181225&rid=21768&srch=Muzzle+FLashes#msg\\_181225](http://www.renegadeforums.com/index.php?t=msg&goto=181225&rid=21768&srch=Muzzle+FLashes#msg_181225)

[http://www.renegadeforums.com/index.php?t=msg&goto=24615&rid=21768&srch=Muzzle+FLashes#msg\\_24615](http://www.renegadeforums.com/index.php?t=msg&goto=24615&rid=21768&srch=Muzzle+FLashes#msg_24615)

This tutorial might also help you get muzzle flashes working:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=52>

---

---

Subject: Re: Pistol mod request

Posted by [Canadacdn](#) on Sun, 31 Dec 2006 17:15:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Slave wrote on Mon, 25 December 2006 07:27already did, no good...  
the pistol i found is actually used ingame, during a live cinematic.  
the pistol you are referring to is pre-recorded.

but like always, i might be wrong

Yes, but most pre-recorded stuff was done in the Renegade engine, and there are already other files lying around from the videos, so there is a good chance that pistol is in one of them.

---