
Subject: [model/replacement]weapon replacements for renegade

Posted by [Urimas](#) on Tue, 30 Jan 2007 11:00:44 GMT

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

hi im new and i like making weapon replacements for renegade
so heres one i made so far ill make more

This is the G36 Large

<http://img261.imageshack.us/img261/8432/g36largesf7.png>

File = <http://www.ihud.com/file.php?file=files/300107/1170156407/G36+Large.zip>

includes the
1st person model
3rd person model
back model
texture
and reload animation

next the Famas

Subject: Re: weapon replacements for renegade

Posted by [Zion](#) on Tue, 30 Jan 2007 12:06:33 GMT

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

Nice one.

Looks like the hand positions could do with a little tweaking but all in all, a good first one

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 30 Jan 2007 12:32:45 GMT

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

ok the famas is done! and it rocks i love using it

<http://img254.imageshack.us/img254/4300/famasic6.png>

File = <http://www.ihud.com/file.php?file=files/300107/1170160321/famas.zip>

Subject: Re: weapon replacements for renegade

Posted by [Zion](#) on Tue, 30 Jan 2007 12:41:51 GMT

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

Once again,

Merovingian wrote on Tue, 30 January 2007 12:06Looks like the hand positions could do with a little tweaking

They're cool.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 12:44:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol hand positions aint my top concern
next im doing the Dragunov SVD sniperfifle

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 13:55:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok Dragunov is done looks good

<http://img225.imageshack.us/img225/6282/dragunovze7.png>

file = <http://www.ihud.com/file.php?file=files/300107/1170165204/dragunov.zip>

Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Tue, 30 Jan 2007 14:19:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Third Person hand positions can not be changed with out changing the entire animation sets for the charter (walking running, both the animation with you pointing it up into the air and at the target), the only easy way to fix it is to change the gun it self but, then the gun won't look right.

Do these guns have a 1st person animation?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 14:54:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

yep they use there replacments animation!

next is the benelli shotgun!

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 15:38:15 GMT

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

Benelli shotgun completed

<http://img253.imageshack.us/img253/2045/benelliyl2.png>

File = <http://www.ihud.com/file.php?file=files/300107/1170171445/benelli.zip>

Subject: Re: weapon replacements for renegade
Posted by [Tunaman](#) on Tue, 30 Jan 2007 15:40:19 GMT

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

How are you making these? They look pretty good, and better than anything I've made, but they look kinda... flat.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 16:06:56 GMT

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

yeah i know i cant texture all the way round the model so i do it at its sides next is the chaingun replacment to the M249 Saw
but there better then the original guns right these are more fun to use i love the famas so far it makes the tib rifle feel better

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 16:40:12 GMT

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

M249 SAW ready

<http://img413.imageshack.us/img413/9331/m249sawuw8.png>

File = <http://www.filefactory.com/file/97f77f/>

Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Tue, 30 Jan 2007 17:26:00 GMT

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

Last two pictures were too dark, very difficult to see.

Subject: Re: weapon replacements for renegade
Posted by [Zion](#) on Tue, 30 Jan 2007 17:45:58 GMT

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

Urimas wrote on Tue, 30 January 2007 16:06yeah i know i cant texture all the way round the model so i do it at its sides next is the chaingun replacment to the M249 Saw but there better then the original guns right these are more fun to use i love the famas so far it makes the tib rifle feel better

Yeah, that's what unwraping is for, you take a 3D model and make a 2D 'net' out of it, like those card boxes you done in school, but digitised.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 17:55:18 GMT

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

glock ready

<http://img300.imageshack.us/img300/9480/glockex9.png>

File = <http://www.filefactory.com/file/6516e2/>

Subject: Re: weapon replacements for renegade
Posted by [Canadacdn](#) on Tue, 30 Jan 2007 17:58:48 GMT

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

Where are you getting all these from?

Also, make a SPAS-12 shotgun if you have one.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 18:16:48 GMT

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

i get these models from the net they wernt easy to find! but ill try to find a spas

Subject: Re: weapon replacements for renegade
Posted by [Di3HardNL](#) on Tue, 30 Jan 2007 18:18:51 GMT

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

Wow that looks pretty damn nice mate! Can u make a ss how it looks like in RenX ? it will help me

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Tue, 30 Jan 2007 18:23:30 GMT

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

Dude I love you, CSS Models for Renegade!

They all look sweet! I might use a few.

Think you could make a ak-47 model for the auto rifle?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 18:46:56 GMT

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

i feel so loved ok im working on a spas12 now then a ak47

Subject: Re: weapon replacements for renegade
Posted by [Zion](#) on Tue, 30 Jan 2007 18:54:02 GMT

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

I don't mean to be rude but how are you building them so fast?

Are they actually 3D models or just planes? Or have you already built them and archiving them in packs?

If they're already built why don't you orginize them into folders and zip the whole lot?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 19:19:53 GMT

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

i have all the models ready from an old project.

what gun is your favorite so far?

and im fast cuz i built myself a quick use template

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Tue, 30 Jan 2007 19:34:40 GMT

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

The M249 and the Glock are mine. =]

The Famus looks good, Too bad it's for the tib auto rifle.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 19:42:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol well its the only weapon with the clip at back so it fits realy

b,o,t (back on track) SPAS 12 SHOTGUN!!!

<http://img402.imageshack.us/img402/8461/spasfp9.png>

FILE = <http://www.filefactory.com/file/324c94/>

pants texture i know it did not come with one :s

well here is the m249 in renx

<http://img165.imageshack.us/img165/4632/m249modelie2.png>

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Tue, 30 Jan 2007 19:48:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

The SPAS 12 Shotgun looks nice.

Most shotguns are Grey/Black with Silver.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 20:40:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here it is the AK-101

<http://img453.imageshack.us/img453/234/ak101ft9.png>

File = <http://www.filefactory.com/file/e3d1de/>
replaces the auto rifle (so does the G36 Large so you cant use both at once!)

(I FORGOT TO ADD THE G36LARGE FIRE SOUND here it is)

File = <http://www.filefactory.com/file/c96553/>

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Tue, 30 Jan 2007 20:45:45 GMT

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

Look's more like a IMI Galil, Still, Good job.

Thanks!

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 20:49:09 GMT

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

ok people im now taking requests ask for a weapon and you shall recive! (if i have model aviliable!!) (if anyone has a model of a P90 plz GIMMIE!!!)

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Tue, 30 Jan 2007 20:57:39 GMT

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

P90 would kick-ass. Try FPSBanana.com Tho the skins are for VALVe games, I'm sure you could find alot of P90 skins there, I'm not sure how to make them or how it all works (), But ehh.

Subject: Re: weapon replacements for renegade
Posted by [u6795](#) on Tue, 30 Jan 2007 21:07:41 GMT

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

Every one of those is amazing, but the first four download links don't load when you open them. If you could re upload those to another site people with crappy PC's like me would be incredibly grateful.

(I love them all)

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 21:11:56 GMT

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

Ok heres one meaty bugger for you if the Personal ion cannon was your thing say hello to its daddy The Personal Ion Cannon V2

<http://img249.imageshack.us/img249/7083/picv2oj1.png>

File = <http://www.filefactory.com/file/b1e316/>

ok ill make a maga pack now.....

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Tue, 30 Jan 2007 21:13:48 GMT

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

Feel free to upload them to our model database @ <http://distortiagaming.com>

That P.I.C look's awsome.

Subject: Re: weapon replacements for renegade

Posted by [Di3HardNL](#) on Tue, 30 Jan 2007 21:16:57 GMT

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

You really know what to do with w3d files i see Would this work to ? instead of the rocket launcher a bazooka?

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 30 Jan 2007 21:17:20 GMT

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

thx and heres the pack for now

File = <http://www.filefactory.com/file/3c2ec8/>

unless its a magazinze fed RPG rocket luancher of 6 rockets then yes

Subject: Re: weapon replacements for renegade

Posted by [Jerad2142](#) on Tue, 30 Jan 2007 21:21:45 GMT

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

Are you making these as you go? Because if you are thats truly amazing.

Are you good at modeling people?

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 30 Jan 2007 21:24:27 GMT

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

actualy i am making this up as i go and yes i have an marine and a inserjent characters

Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Tue, 30 Jan 2007 21:29:49 GMT

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

Ever played Legend Of Zelda? Twilight Princess in specific?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 21:46:47 GMT

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

i have played that why?

Subject: Re: weapon replacements for renegade
Posted by [Di3HardNL](#) on Tue, 30 Jan 2007 22:01:46 GMT

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

lol make a zelda-princess char instead of sakura, that owns!

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 30 Jan 2007 22:20:16 GMT

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

1 problem i cant model characters to complex for me

im off to bed 10pm here cya

Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Wed, 31 Jan 2007 02:18:52 GMT

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

I assume you are referring to LOZ's charters.

Subject: Re: weapon replacements for renegade
Posted by [FiresFriend64](#) on Wed, 31 Jan 2007 02:46:33 GMT

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

1000 cookies if u can skin a grenadelauncher like this 1

also this site may help ya out: <http://world.guns.ru/main-e.htm>

Subject: Re: weapon replacements for renegade
Posted by [sharra](#) on Wed, 31 Jan 2007 05:05:13 GMT

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

What programs are you using? and could you write a walk through on how to model one of the guns? and the skins are some of the best weapon's skins I've ever seen

Subject: Re: weapon replacements for renegade
Posted by [Veyrdite](#) on Wed, 31 Jan 2007 06:26:06 GMT

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

can you upload them elsewhere then file-factory?
(please)

edit: found some bugs. all the ones that i could download (not at ff) can miss easily. simply walk up to ai (easier on your team) and get as close as possible without your gun moving backwards, then shoot at the head. easy miss\

you guns also look very small. you should try raising them on the bones.

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Wed, 31 Jan 2007 07:52:36 GMT

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

oo all you work is cool! can you please remake this sniper rifle... its from 2001 renegade beta version... im hoppe you can do it if you need more screenshots with this rifle--just ask...
pic here...

and can you post your models not in filefactory... i get bugs too

File Attachments

1) [Original Renegade 37.jpg](#), downloaded 784 times



Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 08:01:50 GMT

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

erm i have no modern grenade launcher models

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 08:40:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

i got bored of the laser rifle so i did a new one!

<http://img459.imageshack.us/img459/543/lrv2sn5.png>

File = <http://www.yourfilehost.com/media.php?cat=other&file=laserriflev2.zip>

Subject: Re: weapon replacements for renegade
Posted by [Klote2314](#) on Wed, 31 Jan 2007 09:28:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

omg u guys are starting to make Renegade 2 XD

can u make the 500 sniper rifle into this 1

http://www.f7c-network.com/data-thumbnails/807/m24_sniper.jpg

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 09:48:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

well unless i can get the model no i cant im not good at modeling but i can make the weapon if i have the model so if you can get it tell me!

Subject: Re: weapon replacements for renegade
Posted by [nopol10](#) on Wed, 31 Jan 2007 10:13:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome stuff, is Renguard allowing all of this?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 11:48:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

not yet but when ive done alot of weapons im gona ask renguard to allow them

Subject: Re: weapon replacements for renegade
Posted by [Zion](#) on Wed, 31 Jan 2007 11:55:38 GMT

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

So all you're doing is rigging the weapons?

Are you giving any credit to the original makers of these models? and do you have permission to use them?

(No wonder he's getting new ones out so fast, he doesn't make them he only rigs them.)

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 12:13:12 GMT

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

i got these off www.turbosquid.com and there free to use by anyone i dont even know who made em.

Subject: Re: weapon replacements for renegade
Posted by [Zion](#) on Wed, 31 Jan 2007 12:34:40 GMT

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

Credit the site then.

Keep up the good work too

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Wed, 31 Jan 2007 14:23:25 GMT

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

nice laser :0 but please can you repost your models from filefactory to any other site (like Plc...ak-47...)

i just cant download files from filefactory (im not alone here with this problem)... and i logg on here specialy for your models...its cool
meybe you put all models in one file and share it (not in filafactory)

Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Wed, 31 Jan 2007 14:43:21 GMT

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

Urimas wrote on Wed, 31 January 2007 05:13i got these off www.turbosquid.com and there free to use by anyone i dont even know who made em.

Oh, will I guess that explains it.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 14:44:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok here they are all 10 of the weapons so far

File Attachments

- 1) [laserriflev2.zip](#), downloaded 286 times
- 2) [ak101.zip](#), downloaded 279 times
- 3) [m249 saw.zip](#), downloaded 323 times
- 4) [G36 Large.zip](#), downloaded 234 times
- 5) [PIC V2.zip](#), downloaded 401 times
- 6) [spas 12.zip](#), downloaded 287 times
- 7) [Glock.zip](#), downloaded 261 times
- 8) [famas.zip](#), downloaded 242 times
- 9) [dragunov.zip](#), downloaded 342 times
- 10) [benelli.zip](#), downloaded 255 times

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Wed, 31 Jan 2007 14:49:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

O_o cool thanks..also you check my ren elite players forum here
<http://non00bs-forums.ren-archive.com/index.php?s=e889c7c68e161b3d180d51d4fef6a346&act=idx>
you have nice stuff...in this forum you can find nice guys who love moding (like me)...
register there for free and feel free post all there

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 14:53:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol thx im gona play ren now and when im done playing im gona make a high powered looking
sniperrifle for the ramjet!(aka noobjet) i think the noobjet ruins it realy if it was 1 bullet clip then ok
but 4 -.-

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Wed, 31 Jan 2007 16:13:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Wed, 31 January 2007 08:53lol thx im gona play ren now and when im done playing im gona make a high powered looking sniperrifle for the ramjet!(aka noobjet) i think the noobjet ruins it realy if it was 1 bullet clip then ok but 4 -.-
yes i hoppe you make ownage ramjet riffle...but can you try make it looks like futuristic thing

Subject: Re: weapon replacements for renegade
Posted by [Di3HardNL](#) on Wed, 31 Jan 2007 16:22:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

did you learn all this on www.renhelp.net?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 16:56:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

why yes, yes i did xD

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 17:35:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok its ready here it is!

<http://img459.imageshack.us/img459/1272/ramcp1.png>

think i might call it the "noob popper"

File Attachments

1) [Ramv2.zip](#), downloaded 295 times

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Wed, 31 Jan 2007 19:22:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Wed, 31 January 2007 11:35ok its ready here it is!

<http://img459.imageshack.us/img459/1272/ramcp1.png>

think i might call it the "noob popper"

oh my... its nice..but its too dark(black) no scope part...
i see you make ownage weapons models for 10 min ..
meybe you try do somethink better..somethink like this (look my ss)
you realy nice (i m sure you better like AircraftKiller GG!!!

File Attachments

1) [Original Renegade 21.jpg](#), downloaded 717 times



Subject: Re: weapon replacements for renegade
Posted by [OWA](#) on Wed, 31 Jan 2007 19:36:37 GMT

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

Dual Elites would be nice.

Subject: Re: weapon replacements for renegade
Posted by [Zion](#) on Wed, 31 Jan 2007 20:07:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make the RCP90 from Goldeneye 64 and i'd have your kids!

(Just kidding)

Subject: Re: weapon replacements for renegade
Posted by [Di3HardNL](#) on Wed, 31 Jan 2007 20:25:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice ramjet replace !!

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 31 Jan 2007 20:41:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

the what? lol hmmmm might turn the Tib fletchet gun into an uzi

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Wed, 31 Jan 2007 20:55:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Wed, 31 January 2007 11:35ok its ready here it is!

<http://img459.imageshack.us/img459/1272/ramcp1.png>

think i might call it the "noob popper"

That's a auto sniper.

Real name would be: G3/SG-1 Precision Sniper Rifle

Subject: Re: weapon replacements for renegade
Posted by [fall4mui](#) on Thu, 01 Feb 2007 05:39:30 GMT

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

maybe some replacement for the railgun? or volt?

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Thu, 01 Feb 2007 07:57:17 GMT

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

im busy today spriting equipment for my 2d game today so i might not do any weapons today (might not).

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Thu, 01 Feb 2007 12:02:58 GMT

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

Urimas wrote on Thu, 01 February 2007 01:57im busy today spriting equipment for my 2d game today so i might not do any weapons today (might not).
them tomorrow

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Thu, 01 Feb 2007 13:22:14 GMT

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

also mate can you check this forum--->

<http://non00bs-forums.ren-archive.com/index.php?showtopic=7354&st=0>

mebye you can help me with this things

look first page... i hoppe you can do few...

(sry double post)

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Thu, 01 Feb 2007 15:07:57 GMT

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

soz cant do anything without the model

but heres something to keep you laughing for awhile
(WARNING rather rude)

<http://www.youtube.com/watch?v=kwJAMTUy9hY> 15+ only i recomend

Subject: Re: weapon replacements for renegade
Posted by [Slave](#) on Thu, 01 Feb 2007 16:29:26 GMT

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

Respect for doing what everyone always wanted, but what noone ever bothered to do.

A while ago i created this topic about the beta pistol

<http://www.renegadeforums.com/index.php?t=msg&th=22293&start=0&rid=21982>

Could you please extract the model and give it the love and attention of your boning template (wich is a great idea, and if you feel like should be made public).

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 01 Feb 2007 16:35:46 GMT

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

if you have the model and texture of it id gladly remake it for you. just upload it as an attachment and ill give it a go

EDIT: nvm i have the model now boning now just wait

Subject: Re: weapon replacements for renegade
Posted by [Slave](#) on Thu, 01 Feb 2007 16:52:22 GMT

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

weeeeeeee, tnx!

this is what i tried, but gmax is being a retard on me.

import the beta pistol

import the default pistol wich is boned and such

put the beta in the place of the original

rid the original

rename everything properly

export

this sounded like an ok idea to me, but gmax has this nasty habit to refuse to do what i want... ofcourse i dont blame my lacking stills, when its way more convenient to blame the software.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 01 Feb 2007 17:09:06 GMT

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

na i do things my own way and its READY!!!!

<http://img357.imageshack.us/img357/161/betapistolky2.png>

File Attachments

1) [Betapistol.zip](#), downloaded 230 times

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Thu, 01 Feb 2007 20:52:06 GMT

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

Urimas wrote on Thu, 01 February 2007 11:09na i do things my own way and its READY!!!!

<http://img357.imageshack.us/img357/161/betapistolky2.png>

if you can restore more beta weapons.....

Subject: Re: weapon replacements for renegade

Posted by [Slave](#) on Thu, 01 Feb 2007 23:28:24 GMT

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

Cewl,

With the new bloom effect it looks like the bar has some neon effect, which ofcourse is pro, for obvious reasons.

It seems you have forgotten to include the 3rd person model, since it's present on the screenshot but not in the zip. Also, there's no need to include the texture in the zip, it's present by default. This would save you an amazing 5 seconds of uploading.

Keep it up

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Fri, 02 Feb 2007 11:08:43 GMT

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

oops my bad here is the whole thing of the betapistol 3rd person included

if im to restore more i need the model of the weapon + texture.

File Attachments

1) [Betapistol2.zip](#), downloaded 196 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Fri, 02 Feb 2007 11:56:05 GMT

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

BIG NEWS ive found a way to make a handgun to cock back while firing! heres a screeny from RenX

<http://img104.imageshack.us/img104/377/debackfirewg4.png>
bet you dont want the beta pistol anymore ay MWAHAHAHA

building file now.

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Fri, 02 Feb 2007 12:42:01 GMT

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

Holy crap! Nice!!!

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Fri, 02 Feb 2007 12:48:12 GMT

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

ok the backfiring Desert Eagle is ready! (tested and it WORKS!!!)

im now redoing the glock to do the same thing!

File Attachments

1) [deagle.zip](#), downloaded 249 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Fri, 02 Feb 2007 13:20:06 GMT

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

ive just out did myself with the glock while reloading the top part of the gun pulls back look at ss

<http://img126.imageshack.us/img126/4797/glockreloadxp3.png>
i'll use fraps to show you ingame fotage

Subject: Re: weapon replacements for renegade
Posted by [SeargentSarg](#) on Fri, 02 Feb 2007 13:43:26 GMT

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

Just to let you guys know. None of these pistols are RG verified..

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Fri, 02 Feb 2007 14:04:38 GMT

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

ok done! here is the model and vid

and when im done with lots of weapons i'll ask RG to allow them

File Attachments

- 1) [glockv2.zip](#), downloaded 205 times
- 2) [pistolpreview.wmv](#), downloaded 269 times

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Fri, 02 Feb 2007 14:54:57 GMT

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

Urimas wrote on Fri, 02 February 2007 08:04ok done! here is the model and vid

and when im done with lots of weapons i'll ask RG to allow them

nice Oo... you make somethink others more? (not pistols)

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Fri, 02 Feb 2007 15:08:21 GMT

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

im gona make another autorifle replacement using an m16

Subject: Re: weapon replacements for renegade

Posted by [Di3HardNL](#) on Fri, 02 Feb 2007 15:54:43 GMT

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

What about some nice replacement for a flamethrower, i bet there lots of models on turbosquid.com for flamethrower guns

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Fri, 02 Feb 2007 16:10:06 GMT

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

actualy i have made my own Flamethrower model looks pretty nice made it in Milkshape3d and imported it into renx

well here it is m4 colt (NOT M16)

File Attachments

- 1) [m4colt.zip](#), downloaded 235 times
- 2) [m4colt.wmv](#), downloaded 279 times

Subject: Re: weapon replacements for renegade

Posted by [Ryu](#) on Fri, 02 Feb 2007 16:18:04 GMT

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

Thats a M4A1.

Kick-ass.

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Fri, 02 Feb 2007 17:32:23 GMT

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

FLAMETHROWER v2 lovly anyone up for a BBQ?

File Attachments

- 1) [Flamethrowerv2.zip](#), downloaded 264 times
- 2) [flamev2.wmv](#), downloaded 278 times

Subject: Re: weapon replacements for renegade

Posted by [Ryu](#) on Fri, 02 Feb 2007 17:49:06 GMT

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

Hot dog, Please.

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Fri, 02 Feb 2007 18:58:03 GMT

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

Urimas wrote on Fri, 02 February 2007 11:32FLAMETHROWER v2 lovly anyone up for a BBQ?

hmm too pixelated

Subject: Re: weapon replacements for renegade
Posted by [sharra](#) on Fri, 02 Feb 2007 19:24:38 GMT

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

hey when you have a bunch of skins if you want i will get Rengard to accept them if you want so you don't have to mess with it and you would get all credit of course

Subject: Re: weapon replacements for renegade
Posted by [u6795](#) on Fri, 02 Feb 2007 20:44:23 GMT

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

Scrin wrote on Fri, 02 February 2007 13:58Urimas wrote on Fri, 02 February 2007 11:32FLAMETHROWER v2 lovly anyone up for a BBQ?

hmm too pixelated

I'm sure thats just the video. Fraps can't really take TOO high quality vids.

Wonderful models, Urimas! The M4A1 is a bit blocky but good nonetheless.

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Fri, 02 Feb 2007 21:45:17 GMT

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

Urimas wrote on Fri, 02 February 2007 11:32FLAMETHROWER v2 lovly anyone up for a BBQ?

can you try make second ramjet (make it realy cool with nice scope...) if you got time and textures sure

Subject: Re: weapon replacements for renegade
Posted by [Di3HardNL](#) on Fri, 02 Feb 2007 22:35:39 GMT

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

i think your getting tired of the requests. but 1 question : can you edit a nuke explosion so it will change the shape of the explosion. As a example this pic

Subject: Re: weapon replacements for renegade

Posted by [Jerad2142](#) on Fri, 02 Feb 2007 22:43:39 GMT

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

Yes you can change the shape and add better effects to (its all done in RenX).

Subject: Re: weapon replacements for renegade

Posted by [Di3HardNL](#) on Fri, 02 Feb 2007 23:00:28 GMT

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

thats good to hear i think i give it a try by my self. First you gotta open w_nuke.gmax from the official tools?

or just the w_nuke.w3d from XCC mixer?

Subject: Re: weapon replacements for renegade

Posted by [Jerad2142](#) on Fri, 02 Feb 2007 23:23:53 GMT

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

You will need the .w3d importer for RenX.

To bad no one knows where it is.

Hmmmm:

File Attachments

1) [W3DImporter.zip](#), downloaded 181 times

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Sat, 03 Feb 2007 00:05:10 GMT

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

hmmm that nuke thing got me interested and i think i can remake it from scratch!!! my idea has s**t load of emitters!

and i'll see what i can do with the ramjet thing

Subject: Re: weapon replacements for renegade

Posted by [Jerad2142](#) on Sat, 03 Feb 2007 00:07:47 GMT

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

Sweet!

Subject: Re: weapon replacements for renegade

Posted by [Zion](#) on Sat, 03 Feb 2007 01:19:44 GMT

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

Too many emitters and my card (6200) goes beserk. I wonder why my PCI 5200 was more efficient with them...

Subject: Re: weapon replacements for renegade

Posted by [sharra](#) on Sat, 03 Feb 2007 01:30:43 GMT

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

sniper like this

File Attachments

1) [AS50_01.jpg](#) 51006ce9-afe1-4238-9b4e-b2efdc9b2e32Large.jpg, downloaded 785 times



Subject: Re: weapon replacements for renegade

Posted by [Jerad2142](#) on Sat, 03 Feb 2007 01:39:43 GMT

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

Merovingian wrote on Fri, 02 February 2007 18:19 Too many emitters and my card (6200) goes beserk. I wonder why my PCI 5200 was more efficient with them...

I noticed this to, I had an old 5200 to and then when I bought a new computer (it had a 7300) it ran slow when you looked an lots of emitters. But I bought a new graphics card now (7600) and it runs fine.

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sat, 03 Feb 2007 07:33:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok maybe you just remake nuke explosion from apatch beyond (renegade alert).here open my zip...

File Attachments

1) [RA NUKE.zip](#), downloaded 254 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sat, 03 Feb 2007 08:44:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

na i think i can do better i have a 6200 gfx card and it can handle lots of emiters (about 300-400 at once)

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sat, 03 Feb 2007 09:21:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Sat, 03 February 2007 02:44na i think i can do better
omg i love you...

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sat, 03 Feb 2007 09:46:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

heres a demo (half baked so far!) of the nuke stem and radiation leaking out over the place
now for the mushroom style top

File Attachments

1) [nukedemo.wmv](#), downloaded 268 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sat, 03 Feb 2007 10:31:46 GMT

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

ok heres the full nuke boom with extended nuke radiation

is it ok or need more work?

File Attachments

1) [nuke.wmv](#), downloaded 310 times

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sat, 03 Feb 2007 13:00:48 GMT

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

o my fucking gooood!!

..
... sky(air explode) effect is perfect but this firebal (from ground to air callon) i think need make better sumten

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sat, 03 Feb 2007 13:25:47 GMT

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

ok added a shockwave of smoke now

File Attachments

1) [nukewithsmoke.wmv](#), downloaded 336 times

Subject: Re: weapon replacements for renegade
Posted by [Di3HardNL](#) on Sat, 03 Feb 2007 13:50:23 GMT

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

i am happy i asked about a nuke, it looks pretty nice try to make some more different. you rox

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sat, 03 Feb 2007 13:58:40 GMT

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

Urimas wrote on Sat, 03 February 2007 07:25ok added a shockwave of smoke now
i get insult after i saw ground smoke effect.....

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sat, 03 Feb 2007 14:01:13 GMT

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

Scrin wrote on Sat, 03 February 2007 07:58Urimas wrote on Sat, 03 February 2007 07:25ok
added a shockwave of smoke now
i get insult after i saw ground smoke effect.....

its kick ass

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sat, 03 Feb 2007 14:25:31 GMT

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

ok heres the nuke explosion enjoy
only 2000 - 2500 particles in it (4 emitters only NO LAG TO!!!)

File Attachments

1) [nuke explosion.zip](#), downloaded 317 times

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sat, 03 Feb 2007 14:50:36 GMT

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

Urimas wrote on Sat, 03 February 2007 08:25ok heres the nuke explosion enjoy
only 2000 - 2500 particles in it (4 emitters only NO LAG TO!!!)
Oo well its cool but there no mushrom... but nice

Subject: Re: weapon replacements for renegade
Posted by [FiresFriend64](#) on Sat, 03 Feb 2007 23:56:08 GMT

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

FiresFriend64 wrote on Tue, 30 January 2007 20:46
1000 cookies if u can skin a grenadelauncher like this 1

also this site may help ya out: <http://world.guns.ru/main-e.htm>

theres a pic in there but it doesnt like to load right...
now is that grenade launcher not badass?

File Attachments

1) [glaunch.bmp](#), downloaded 268 times

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Sun, 04 Feb 2007 00:32:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Amazing stuff guys. Only one thing. The textures on the desert eagle are missing. I love the gun, so if you can fix that, it would be appreciated.

Subject: Re: weapon replacements for renegade
Posted by [nopol10](#) on Sun, 04 Feb 2007 02:03:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool nuke explosion!

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sun, 04 Feb 2007 06:31:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Sat, 03 February 2007 07:25ok heres the nuke explosion enjoy only 2000 - 2500 particles in it (4 emitters only NO LAG TO!!!)
maybe you create FiresFriend64's garanade launcher or create new ownage rocket launcher?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 04 Feb 2007 09:19:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

the desert eagle texture is in there with it its called DesertEagle.tga well i dont know about the Gnaide launcher cuz that looks to hard for me to model.

heres a vid of nuke from a chopper

File Attachments

- 1) [DesertEagle.tga](#), downloaded 259 times
- 2) [nukefromsky.wmv](#), downloaded 274 times

Subject: Re: weapon replacements for renegade
Posted by [Viking](#) on Sun, 04 Feb 2007 10:08:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

The nuke can be better but its nice. I give 1 thumb up

A Path Beyond nuke gets (and a third not thumb) up

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sun, 04 Feb 2007 13:03:32 GMT

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

i very very love sky explode and ground smoke shockwave effects (nuke)
its 101 times better like original gay nuke
keep you work here mate
(100 thumbs ^) make more cool things here

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 04 Feb 2007 14:05:38 GMT

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

well today im working on my "The Elder Scrolls Online - Tamriel" morpg game if you wana see
GFX of it ask

back on topic if you find a model of that Granade launcher post link or upload model

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sun, 04 Feb 2007 15:11:58 GMT

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

well i dont know this game ...

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 04 Feb 2007 15:16:36 GMT

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

anyway its a 2D online multiplayer game based of the elder scrolls rpg games

here is my new shotgun the "Gut Buster"

File Attachments

- 1) [gutbustershotgun.wmv](#), downloaded 257 times
- 2) [gutbuster.zip](#), downloaded 231 times

Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Sun, 04 Feb 2007 17:10:39 GMT

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

I would really appreciate it if you would start posting pictures with you guns again.

Subject: Re: weapon replacements for renegade
Posted by [Canadacdn](#) on Sun, 04 Feb 2007 17:13:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

There's the shotgun above, the model is okay, but the texture is N64-ish.

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sun, 04 Feb 2007 17:17:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Sun, 04 February 2007 09:16anyway its a 2D online multiplayer game based of the elder scrolls rpg games

here is my new shotgun the "Gut Buster"

nice...say how about realy nice rocket launcher remake?

Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Sun, 04 Feb 2007 17:19:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Sun, 04 February 2007 10:13

There's the shotgun above, the model is okay, but the texture is N64-ish.
Wow it is good looking, but yes the texture does kind of suck.

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Sun, 04 Feb 2007 21:36:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Sun, 04 February 2007 03:19the desert eagle texture is in there with it its called DesertEagle.tga

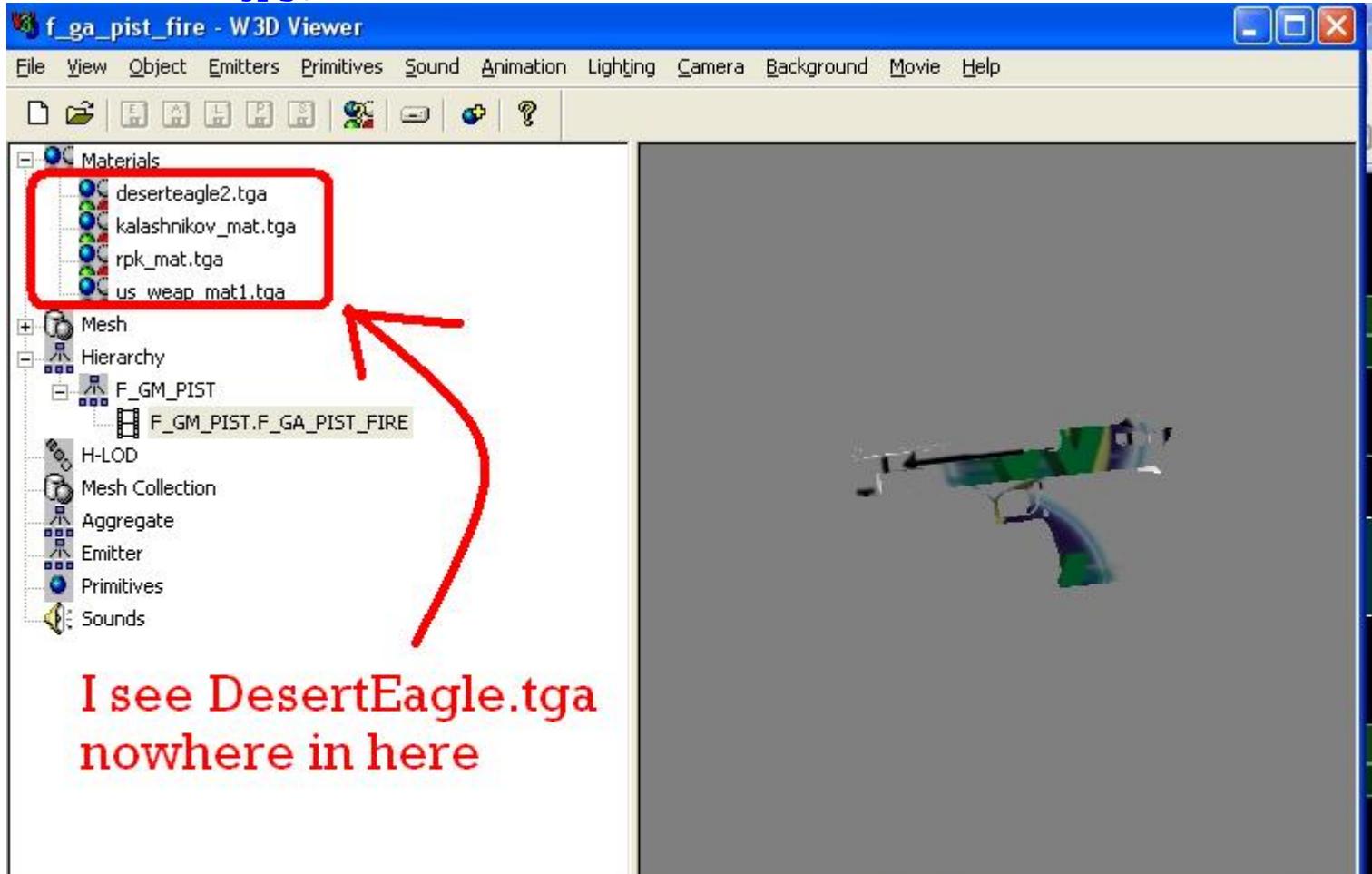
Hmm... I beg to differ

You should really include all assets of a model. And don't get me wrong, I love everything you've done up to this point, but I'd like all the textures needed to make this thing work.

And to prove I'm not the inept one here, I have a photo of everything I should need open.

File Attachments

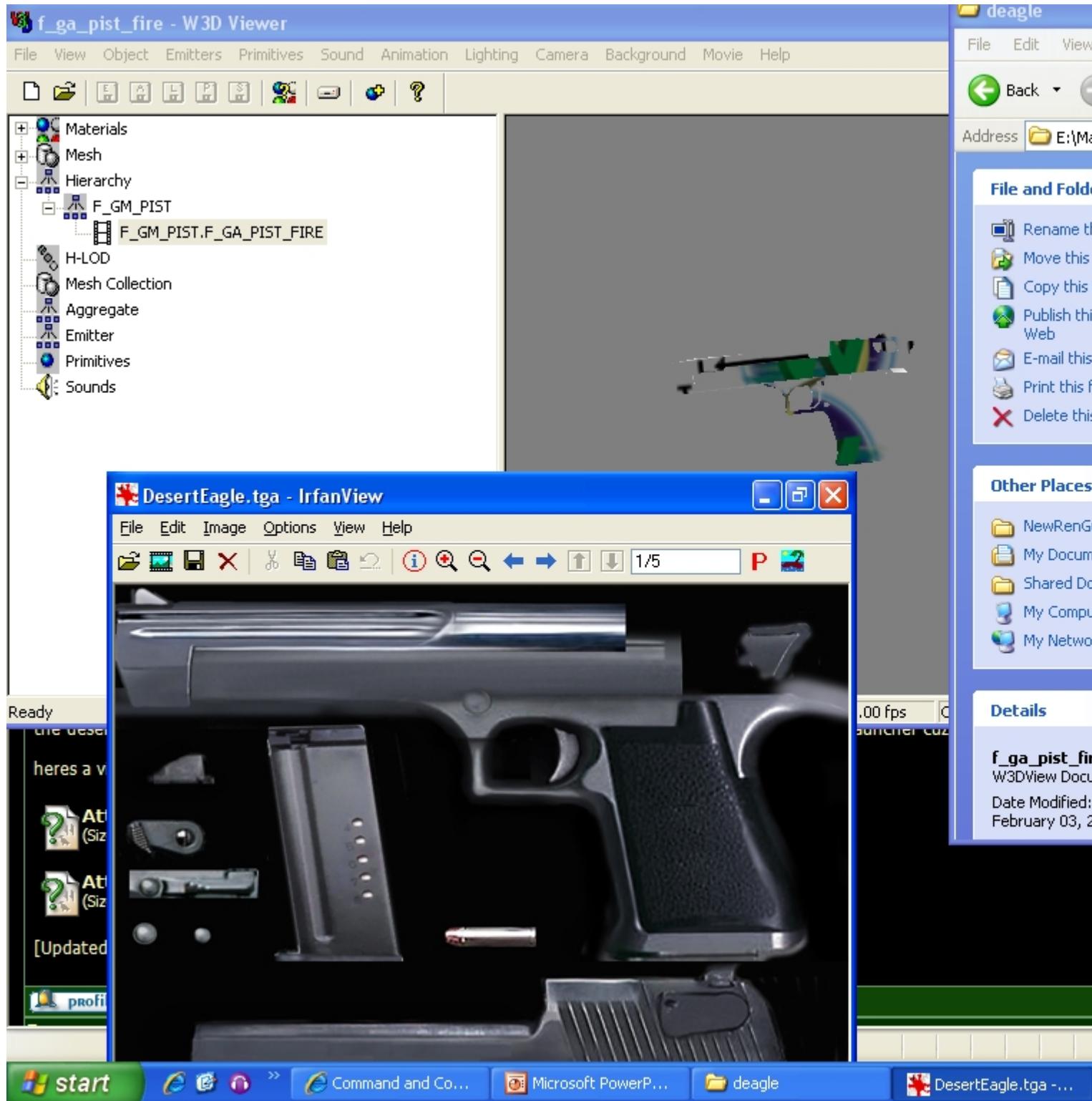
1) [1077125.jpg](#), downloaded 1539 times



I see DesertEagle.tga
nowhere in here



2) [1051484.jpg](#), downloaded 1536 times



Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sun, 04 Feb 2007 22:02:48 GMT

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

slavik262 wrote on Sun, 04 February 2007 15:36Urimas wrote on Sun, 04 February 2007 03:19the desert eagle texture is in there with it its called DesertEagle.tga

Hmm... I beg to differ

[index.php?t=getfile&id=2614&private=0](#)

You should really include all assets of a model. And don't get me wrong, I love everything you've done up to this point, but I'd like all the textures needed to make this thing work.

And to prove I'm not the inept one here, I have a photo of everything I should need open.

[index.php?t=getfile&id=2615&private=0](#)

omfg just rename tga file to "2" in end...

YSL edit: don't quote pictures unnecessarily.

Subject: Re: weapon replacements for renegade

Posted by [Slave](#) on Sun, 04 Feb 2007 22:47:53 GMT

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

stop the retarded quotes when youre replying to something thats right above you, especially in this case, thanks

Subject: Re: weapon replacements for renegade

Posted by [slavik262](#) on Sun, 04 Feb 2007 23:44:03 GMT

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

sorry. Didn't realize it was so simple. Thought other textures were involved.

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Mon, 05 Feb 2007 06:34:55 GMT

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

erm ok im confused now does it work or not now?

should i make my own PKG file with new weapons? (more realistic like 3 shots kill or 1 shot head shot kill) i even have cool tanks all set up to

Subject: Re: weapon replacements for renegade

Posted by [Ryu](#) on Mon, 05 Feb 2007 06:54:33 GMT

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

Yeah.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 05 Feb 2007 09:46:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok building pkg now it might take a few days give or take so ill post SS of vechs and guns when added

Expected guns
GDI
M16A2
M16A2 + M203
M249 SAW
LAW LAUNCHER
MP5
BERRETA
M24 SNIPER RIFLE
SPAS-12

NOD
AK47
GP30
AK74
RPG LAUNCHER
RPK
GLOCK
DRAGUNOV SVD SNIPER RIFLE

and possibly more
adding cool Techno music to levels to

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 05 Feb 2007 12:20:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

ah i cant be a***d realy to do this but ill make the weapons anyway

M16A2

<http://img238.imageshack.us/img238/2166/m16a2ka1.png>

anyone know how to convert .max files i cant seem to do it

[File Attachments](#)

- 1) [M16A2.wmv](#), downloaded 221 times
- 2) [m16a2.zip](#), downloaded 200 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 05 Feb 2007 13:05:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

MP5!!!!

<http://img114.imageshack.us/img114/8972/mp5cr8.png>
Drools

lol i did not realize that the nightwish music was also recorded xD

File Attachments

- 1) [mp5.wmv](#), downloaded 249 times
- 2) [mp5.zip](#), downloaded 224 times

Subject: Re: weapon replacements for renegade
Posted by [Zion](#) on Mon, 05 Feb 2007 13:52:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

.max files are for 3DS Max, not gmax/renx.

You'll need to use Max to edit them.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 05 Feb 2007 13:56:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

no i can import .3ds but not max

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Mon, 05 Feb 2007 14:13:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool things omg

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 05 Feb 2007 17:10:29 GMT

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

i got the trial to 3DS max so i can now use .max files that means next weapon is another shotgun replacement the JACKHAMMER!!!

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Mon, 05 Feb 2007 17:15:16 GMT

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

Omg, You are my idle, You brought CS:S To Renegade.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 05 Feb 2007 17:36:03 GMT

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

ok its gonna take awhile to skin this bugger xD

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 05 Feb 2007 18:28:19 GMT

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

THE JACKHAMMER IS HERE enjoy and blast players faces off till your hearts content!

<http://img238.imageshack.us/img238/3320/jackhammeraq3.png>
texture is a little butchered xD

i wanna buy this but i have no cred card if some one is willing to buy this for me ill make them all usable!!!

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/333366>

32 objects - knifes, pistols and rifles

army knife

pocketknife

AK-47

Beretta 9000

colt 1911

CZ 75

desert eagle

dragunov

fn five-seven

fn browning BDM

fn fal

fn minimi

glock

hk UMP

hk USP
ingrram
M4 A1
M24
M240
micro uzi
mini uzi
uzi
MP-5
hk msg90 a1
P90
PP90
remington 870
RPG
scorpion
Steyr AUG
steyr IWS 2000
striker

File Attachments

- 1) [jackhammershotgun.wmv](#), downloaded 233 times
- 2) [Jackhammer.zip](#), downloaded 232 times

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Mon, 05 Feb 2007 19:31:23 GMT

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

FAMAS F1

I have reamped the famas to a better model and texture *yum*

<http://img363.imageshack.us/img363/4650/famasnr8.png>

File Attachments

- 1) [famasf1.wmv](#), downloaded 212 times
- 2) [Famas F1.zip](#), downloaded 247 times

Subject: Re: weapon replacements for renegade

Posted by [Di3HardNL](#) on Mon, 05 Feb 2007 19:48:13 GMT

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

very nice new weapons can u make new c4/proximity , to

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Mon, 05 Feb 2007 20:37:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

O yes, its would great
and gg tib gun

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Mon, 05 Feb 2007 21:43:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Amazing job. I was wanting the MP5 all along. Great job with all of this.

Subject: Re: weapon replacements for renegade
Posted by [Slave](#) on Mon, 05 Feb 2007 22:34:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is it just me, the rendering, or does this model from that pack look a bit balloonish?

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Mon, 05 Feb 2007 23:15:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

A bit. Some new c4 would be amazing.

Subject: Re: weapon replacements for renegade
Posted by [SeargentSarg](#) on Mon, 05 Feb 2007 23:33:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

That gun looks 1337.

Personally, I think renegade is as much high definition as possible. Just the models have poor texture

Also, slapping people, with guns and stuff, would be 1337. in gears of war on xbox, you can slap people, they get stunned, you slap em again, and they get downed. You have like 10-60 seconds for them to get revived (depending on host settings) and you can curb stomp them, looks hot, or shoot them or slap em again Lots of fun. Also would be nice with headshots would mean that that the heads would pop off, the corpse would stand still for a sec or two, and then the body would fall, pretty nice shit.

Subject: Re: weapon replacements for renegade
Posted by [Theboom69](#) on Tue, 06 Feb 2007 03:15:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey you wouldn't mind if i used your gun's to put on a map would you?

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Tue, 06 Feb 2007 04:36:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

SeargentSarg wrote on Mon, 05 February 2007 17:33That gun looks 1337.

Personally, I think renegade is as much high definition as possible. Just the models have poor texture

Also, slapping people, with guns and stuff, would be 1337. in gears of war on xbox, you can slap people, they get stunned, you slap em again, and they get downed. You have like 10-60 seconds for them to get revived (depending on host settings) and you can curb stomp them, looks hot, or shoot them or slap em again Lots of fun. Also would be nice with headshots would mean that that the heads would pop off, the corpse would stand still for a sec or two, and then the body would fall, pretty nice shit.

Something like this would be incredibly difficult. The teams from Cnc Reborn and Red Alert: A Path Beyond, have looked into this and deemed it impossible. And these guys have done amazing things.

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Tue, 06 Feb 2007 08:21:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

slavik262 wrote on Mon, 05 February 2007 22:36SeargentSarg wrote on Mon, 05 February 2007 17:33That gun looks 1337.

Personally, I think renegade is as much high definition as possible. Just the models have poor texture

Also, slapping people, with guns and stuff, would be 1337. in gears of war on xbox, you can slap people, they get stunned, you slap em again, and they get downed. You have like 10-60 seconds for them to get revived (depending on host settings) and you can curb stomp them, looks hot, or shoot them or slap em again Lots of fun. Also would be nice with headshots would mean that that the heads would pop off, the corpse would stand still for a sec or two, and then the body would fall, pretty nice shit.

Something like this would be incredibly difficult. The teams from Cnc Reborn and Red Alert: A Path Beyond, have looked into this and deemed it impossible. And these guys have done amazing things.

i fucking love reborn and renalert!

Subject: Re: weapon replacements for renegade
Posted by [Renerage](#) on Tue, 06 Feb 2007 08:49:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Tue, 06 February 2007 03:21slavik262 wrote on Mon, 05 February 2007 22:36SeargentSarg wrote on Mon, 05 February 2007 17:33That gun looks 1337.

Personally, I think renegade is as much high definition as possible. Just the models have poor texture

Also, slapping people, with guns and stuff, would be 1337. in gears of war on xbox, you can slap people, they get stunned, you slap em again, and they get downed. You have like 10-60 seconds for them to get revived (depending on host settings) and you can curb stomp them, looks hot, or shoot them or slap em again Lots of fun. Also would be nice with headshots would mean that that the heads would pop off, the corpse would stand still for a sec or two, and then the body would fall, pretty nice shit.

Something like this would be incredibly difficult. The teams from Cnc Reborn and Red Alert: A Path Beyond, have looked into this and deemed it impossible. And these guys have done amazing things.

i fucking love reborn and renalert!

*cough*kissass*cough*

Nothing against him.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 06 Feb 2007 10:04:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

go ahead i'll love to see these in new maps xD use them all you want

Now replacing ProxMines with Claymores!!!!

http://files.turbosquid.com/Preview/Content_on_6_5_2003_00_04_03/claymoress.jpg852B5375-4F91-477A-9A244644D87AD218.jpgLarge.jpg

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 06 Feb 2007 10:59:13 GMT

lol this looks like it would hurt

<http://img476.imageshack.us/img476/197/ohcruu5.png>
i had to put it in 3 seperate zips (a bit big for some reason)
problem is you cant tell whos c4 it is

File Attachments

- 1) [claymoremodell1.zip](#), downloaded 185 times
- 2) [claymoremodell2.zip](#), downloaded 179 times
- 3) [claymoretextures.zip](#), downloaded 177 times

Subject: Re: weapon replacements for renegade

Posted by [Goztow](#) on Tue, 06 Feb 2007 11:31:11 GMT

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

Nice advantage you get there, with the fluo green color.

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 06 Feb 2007 12:35:31 GMT

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

i just met a noob on a server saying that my guns are HACKS THE NERVE OF THAT B***H i would never do a thing like hack thats so lame now i cant wait to get these approved >=)

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 06 Feb 2007 13:15:49 GMT

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

can some one buy this its only \$1 its a p90 if you get it i'll make it i know you want this gun BADLY as do I

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/333336>

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 06 Feb 2007 14:15:42 GMT

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

I've updated the G36 large to a better texture and fixed the muzzle blast

<http://img177.imageshack.us/img177/9905/g36kgunlu8.png>

as you can see looks better ingame

next is the extended verion of this gun with the double barrel like clip (will replace chaingun)

HOW do i unwrap something?

File Attachments

1) [g36k.zip](#), downloaded 244 times

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 06 Feb 2007 14:53:32 GMT

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

here is the G36K Extended

<http://img261.imageshack.us/img261/5356/g36kguncr0.png>

File Attachments

1) [G36kextended.zip](#), downloaded 203 times

Subject: Re: weapon replacements for renegade

Posted by [Di3HardNL](#) on Tue, 06 Feb 2007 15:17:10 GMT

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

you will never stop posting nice stuff

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 06 Feb 2007 15:20:04 GMT

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

nope never so next is the stargate Zat gun (will replace volt autorifle!)

Subject: Re: weapon replacements for renegade

Posted by [FiresFriend64](#) on Tue, 06 Feb 2007 15:57:42 GMT

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

Urimas wrote on Mon, 05 February 2007 07:05MP5!!!!

<http://img114.imageshack.us/img114/8972/mp5cr8.png>

Drools

lol i did not realize that the nightwish music was also recorded xD

mines better, and its also rg approved HAH! gj on that tho, this one doesnt have a reload
whajamucallit

File Attachments

1) [rifle_HK_mp5.zip](#), downloaded 220 times

Subject: Re: weapon replacements for renegade

Posted by [Ryu](#) on Tue, 06 Feb 2007 15:58:30 GMT

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

FiresFriend64 wrote on Tue, 06 February 2007 09:57Urimas wrote on Mon, 05 February 2007 07:05MP5!!!!

<http://img114.imageshack.us/img114/8972/mp5cr8.png>

Drools

lol i did not realize that the nightwish music was also recorded xD

mines better, and its also rg approved HAH! gj on that tho, this one doesnt have a reload
whajamucallit

His version is ripped from counter-strike: Source. ;P

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 06 Feb 2007 16:11:19 GMT

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

no i get all my models from Turbosquid
well here is my (poorly modeled)Zat gun

<http://img63.imageshack.us/img63/9549/zatuw8.png>

Replaces Volt Autorifle

File Attachments

1) [zat.zip](#), downloaded 207 times

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Tue, 06 Feb 2007 16:20:26 GMT

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

Urimas wrote on Tue, 06 February 2007 07:15can some one buy this its only \$1 its a p90 if you
get it i'll make it i know you want this gun BADLY as do I

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/333336>
sry i havent credit card... if i had ofc i buy it for ya

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 06 Feb 2007 16:35:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

dont worry a good samaritan just bought it for me so im rigging it right this moment!!! so in other words NEXT MODEL IS THE P90!!!

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 06 Feb 2007 17:31:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

THE P90 IS READY AND I LOVE IT!!!!

<http://img109.imageshack.us/img109/3783/p90jg7.png>
REPLACES TIB FECHETE GUN!!!

FILE = .RAR whole models + texture and sounds
FILE = .ZIP1 Models only
FILE = .ZIP2 Texture + sounds

File Attachments

- 1) [p90.wmv](#), downloaded 234 times
- 2) [p90.rar](#), downloaded 189 times
- 3) [p90model.zip](#), downloaded 170 times
- 4) [p90texsfx.zip](#), downloaded 180 times

Subject: Re: weapon replacements for renegade
Posted by [Ryu](#) on Tue, 06 Feb 2007 17:47:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sweet.

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Tue, 06 Feb 2007 18:47:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

ohmfg

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Tue, 06 Feb 2007 20:46:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

one more...can you please remake nod apach choper (try convert them to sakura commanche choper) god im alwase trying do it but alwase failed...meybe you can its very important for me

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 06 Feb 2007 21:10:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have my own version of the commanche i'll see if i can get it to work

IT WORKS!!!

File1= video
File2= Texture
File3= Model

File Attachments

- 1) [comanche.wmv](#), downloaded 293 times
- 2) [comanche_desert_cam.zip](#), downloaded 191 times
- 3) [v_nod_apache_m.W3D](#), downloaded 182 times

Subject: Re: weapon replacements for renegade
Posted by [Theboom69](#) on Tue, 06 Feb 2007 21:45:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

So if i can use them in a map mind geting all this file's togather for me and put them all in one place to i can download them plz.

Just make a post with all the download link's in one all that you got so far i will download them and get working on some single player map's for them got some good idea's in mind.

Btw i love your pic gun and the 500 sniper gun and the ram.

Btw i got like a \$1 or so on this card i got and would love to help you out and get you a gun model i will post a pic of one and see if you can do it and if you can we will get in touch.

Hey can you make this turnet into a GDI Turnet and a Nod Turnet plz.
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/225606>

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 06 Feb 2007 22:25:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry that turret has way to many faces and seperate objects (OVER 200!!!) i'll try to find another
BUT if that commanche was not your thing how about a Mi-28 Havoc

TEXTURE was to big for upload so i put it on Megaupload.com
<http://www megaupload com/?d=CBRTZC6K>

File Attachments

- 1) [Mi-28 Havoc.wmv](#), downloaded 255 times
- 2) [v_nod_apache_m.W3D](#), downloaded 176 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 06 Feb 2007 22:34:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

this gun would be nice (sniper file)

<http://www turbosquid com/FullPreview/Index cfm/ID/333324>
i'll never ask for a model worth more then \$1

i'll pm you all the models

Subject: Re: weapon replacements for renegade
Posted by [Theboom69](#) on Tue, 06 Feb 2007 23:10:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

I having problem's with this thing im trying to get it i know there is enough on there.

Subject: Re: weapon replacements for renegade
Posted by [PlastoJoe](#) on Wed, 07 Feb 2007 00:49:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Those helos look pretty nice.

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Wed, 07 Feb 2007 09:31:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Tue, 06 February 2007 17:25 sorry that turret has way to many faces and separate objects (OVER 200!!!) i'll try to find another
BUT if that commando was not your thing how about a Mi-28 Havoc

TEXTURE was to big for upload so i put it on Megaupload.com
<http://www megaupload com/?d=CBRTZC6K>

this choppers is nice but please can you do for me this...(just convert sakura commando to nod apach with original blue)skins my file...and maybe can add rockets...it would be ownage

File Attachments

1) [v_nod_helicopter.tga](#), downloaded 185 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 07 Feb 2007 09:54:23 GMT

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

sorry i can barely texture a gun a vech is out of my league!!!

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Wed, 07 Feb 2007 10:20:33 GMT

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

here better Q file...just convert from commando w3d... maybe this help you (pls try made it) and np mate if its without rocket gun...

File Attachments

1) [gg.zip](#), downloaded 156 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 07 Feb 2007 11:05:35 GMT

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

one problem the texture wont go on

EDIT : NVM got it on xD

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 07 Feb 2007 11:37:04 GMT

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

Ok here it is Sakuras Commando!!! (i had to edit the blades)

BOTH FILES ARE NEEDED!!!

File Attachments

- 1) [comanche sakura.zip](#), downloaded 183 times
- 2) [comanche_desert_cam.zip](#), downloaded 166 times
- 3) [sakuracomanche.wmv](#), downloaded 210 times

Subject: Re: weapon replacements for renegade

Posted by [Herr](#) on Wed, 07 Feb 2007 11:37:21 GMT

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

Urimas, some weapons on here are great

Can you pm Blazer on the forums here, to ask if the w3d models can be accepted (with
rengurad)?

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Wed, 07 Feb 2007 11:41:30 GMT

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

done sent pm

next model is the p90 again but with addons like a LASER SIGHT!!! and silencer
will replace volt autorifle

Subject: Re: weapon replacements for renegade

Posted by [kill4ya2](#) on Wed, 07 Feb 2007 12:59:46 GMT

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

OMG that will be L33T i love the lazers, like the pistol. short lazer on the end.

Humm i put one of the files in and no game lists lol. Think it was that apache.

Dam nice work mate.

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Wed, 07 Feb 2007 13:19:07 GMT

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

its a tib flechete replacemnet the volt hands were way off

<http://img170.imageshack.us/img170/6127/p90v2am1.png>

File1 = RAR all models + sounds + textures

File2 = ZIP1 all models only

File3 = ZIP2 all sounds + textures only

File4 = Video of p90v2

NOTE: only 1st person view has a laser site

File Attachments

- 1) [p90v2.rar](#), downloaded 175 times
- 2) [p90v2 Models.zip](#), downloaded 139 times
- 3) [p90v2 sounds+textures.zip](#), downloaded 145 times
- 4) [p90v2.wmv](#), downloaded 196 times

Subject: Re: weapon replacements for renegade

Posted by [Jonty](#) on Wed, 07 Feb 2007 17:09:39 GMT

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

Urimas wrote on Tue, 06 February 2007 16:11no i get all my models from Turbosquid
well here is my (poorly modeled)Zat gun

<http://img63.imageshack.us/img63/9549/zatuw8.png>

Replaces Volt Autorifle

I LOVE YOU

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Wed, 07 Feb 2007 17:12:47 GMT

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

its exactly what i want mate but here have 1 problem..why it so big oO i cant go into city_fly bridge
hole (omg) maybe you can make them little smaller
and pls can you made blurblades (rotors) from original sakura apach like from mission 03.mix look
my file (try pls if its not hard)

File Attachments

- 1) [03.zip](#), downloaded 159 times

Subject: Re: weapon replacements for renegade

Posted by [Di3HardNL](#) on Wed, 07 Feb 2007 20:17:18 GMT

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

very nice stuff man, i hope you make that sakura apache from M03.mix

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Wed, 07 Feb 2007 21:38:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok mate here i collect all what i need for command (full version) just convert all this to nod choper...here all textures and also here reflections im sure you do it in 5 min (but delete this lag muzzle expl in chain gun---look w3d..) here also original blurblades (rotors)... pls

File Attachments

1) [Full Version reflection Commandch.zip](#), downloaded 163 times

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Wed, 07 Feb 2007 21:52:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Love the guns. Stick to those, as those don't alter the game so much that you could be accused of cheating.

Another thing. Could someone change the bullet for the Tiberium Flechette rifle so that I don't have Tiberium Shards coming out of my P90? Sort of like what you did for the Famba.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 07 Feb 2007 23:17:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

im gona stick to guns. 11pm im off to bed ill do the p90 bullet tomorrow

Subject: Re: weapon replacements for renegade
Posted by [sharra](#) on Thu, 08 Feb 2007 00:12:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

do you play halo pc

Subject: Re: weapon replacements for renegade
Posted by [sharra](#) on Thu, 08 Feb 2007 00:15:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

do you wach stargate if you do you should make tilks staff wepone a volt rifle

Subject: Re: weapon replacements for renegade
Posted by [sharra](#) on Thu, 08 Feb 2007 00:24:12 GMT

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

can you make these and does any one know how to make scopes zoom in more

File Attachments

1) [2265344188.jpg](#), downloaded 1490 times



2) [3946231362.jpg](#), downloaded 1481 times



Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Thu, 08 Feb 2007 00:37:35 GMT

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

Usually I get yelled at for this but, there is an edit button, please use it.

Subject: Re: weapon replacements for renegade
Posted by [sharra](#) on Thu, 08 Feb 2007 00:47:43 GMT

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

i ran out of time to edit and can scoops be put on guns like the michin gun ones that work

Subject: Re: weapon replacements for renegade
Posted by [Dave Anderson](#) on Thu, 08 Feb 2007 01:31:59 GMT

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

Quote:Usually I get yelled at for this but, there is an edit button, please use it.

There is a timer on the forums. After so long, you can't edit your post anymore.

Subject: Re: weapon replacements for renegade
Posted by [Theboom69](#) on Thu, 08 Feb 2007 06:37:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry i couldn't buy you that Gun i only have 0.27 on this gift card thing.

Can you make this for nod and gdi?
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/132339>
Or even this for duel weild weapon's?
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/221645>

Subject: Re: weapon replacements for renegade
Posted by [Jerad2142](#) on Thu, 08 Feb 2007 07:10:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dave Anderson wrote on Wed, 07 February 2007 18:31Quote:Usually I get yelled at for this but, there is an edit button, please use it.

There is a timer on the forums. After so long, you can't edit your post anymore. 30 minutes look at the times on those, one is just fifteen minutes after the other.

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Thu, 08 Feb 2007 07:34:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

please make commanche from my files im sure its few min for you

Subject: Re: weapon replacements for renegade
Posted by [Theboom69](#) on Thu, 08 Feb 2007 07:40:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

He said he don't do veh's leave the guy alone about veh's.

If he want's to do them fine.

Subject: Re: weapon replacements for renegade
Posted by [Theboom69](#) on Thu, 08 Feb 2007 09:22:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is problem's with the Prox mine's they don't show up i mean they show up but u can't target them and disarm them why?

Everything else work's gr8.

Also is it ok for me to upload this place's? your name will be on the btw and in the readme.

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Thu, 08 Feb 2007 10:34:29 GMT

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

sure go ahead im gonna redo p90 with custom hand animations so i'll be busy all day with this!

with prox i have no idea realy i made it the same way as my guns

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Thu, 08 Feb 2007 13:25:35 GMT

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

note: it will have no hands just the gun will be animated!

EDIT: here is a vid of handless p90 what do you think?

ill do all my guns like this looks nice to me

File Attachments

1) [newp90.wmv](#), downloaded 255 times

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Thu, 08 Feb 2007 14:10:53 GMT

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

here it is the p90 with no hands and the enter/exit looks like your getting it off you back

File Attachments

1) [p90nohands.rar](#), downloaded 205 times

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Thu, 08 Feb 2007 15:27:39 GMT

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

Urimas wrote on Thu, 08 February 2007 08:10here it is the p90 with no hands and the enter/exit looks like your getting it off you back

reload is great
and say you not help me about commanche? (from my file)?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 08 Feb 2007 15:29:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

im so bored now im gona make .pkg
sorry the vech replacements stop the server list so im only doing weapons

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Thu, 08 Feb 2007 15:33:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok np :0 did you know who can help me with it?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 08 Feb 2007 15:41:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have no idea sorry

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Thu, 08 Feb 2007 15:43:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok can you give me link whare i can download renx plugin for gmax? lol im try self made it...
or meybe you use better things...?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 08 Feb 2007 17:06:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

i use renx but i build my models (rig them) differently then Westwood did

Subject: Re: weapon replacements for renegade
Posted by [Herr](#) on Thu, 08 Feb 2007 17:59:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

any news if its authenticated by Blazer/Renguard?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 08 Feb 2007 18:33:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

nope thats why im making a PKG so players can host there own servers with new weapons (and more real damage!!!)

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Thu, 08 Feb 2007 18:58:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

well im personaly dont worry about RG,... (since last year) that means all you ownage guns nice for me

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Thu, 08 Feb 2007 21:37:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Thu, 08 February 2007 07:25note: it will have no hands just the gun will be animated!

EDIT: here is a vid of handless p90 what do you think?

ill do all my guns like this looks nice to me

If you can do no hands, can you set it up so the hands actually reload the gun like they should (instead of pulling a nonexistant Tiberium clip from the bottom)? Currently I'm using the P90v2 models and the nohands reload, so my hands disappear when I reload

Also, is the bullet done? I couldn't tell in the video.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 08 Feb 2007 22:07:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

well not yet im working on a PKG of all renegades defualt maps but with modern weapons

both gdi and nod get the same things so its fair!!!
guns im adding are:

m16a2
ak47
famas f1
p90
minigun (not chaingun)
desert eagle
glock
g36k + extended version
m16a2 + m203
Law Rocket Launcher
Rpg
m79 grenade launcher
and many more!

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Thu, 08 Feb 2007 22:29:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmm... Are you changing the map, or just giving us all guns? Guns would be preferable, because as much as I love the weapon models u make, I wouldn't be willing to replace maps just for some guns. If you do release the maps, a seperate release of just the guns would be greatly appreciated.

Subject: Re: weapon replacements for renegade
Posted by [sharra](#) on Thu, 08 Feb 2007 22:54:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

can you put a list of all your models on 1 page

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Fri, 09 Feb 2007 00:58:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok just before i go to bed (1am) heres a preview of the M16A2 + M203

you'll see what i mean by Realistic damage

File Attachments

1) [m203.zip](#), downloaded 292 times

Subject: Re: weapon replacements for renegade

Posted by [sharra](#) on Fri, 09 Feb 2007 04:00:13 GMT

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

that is the best

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Fri, 09 Feb 2007 07:50:28 GMT

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

yes guns would better (without pkd)

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Fri, 09 Feb 2007 10:39:57 GMT

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

well here is vids of the M79 and the killer Minigun

Next gun im doing is the G3 then the Mp5

File Attachments

1) [m79.wmv](#), downloaded 286 times

2) [minigun.wmv](#), downloaded 274 times

Subject: Re: weapon replacements for renegade

Posted by [Di3HardNL](#) on Fri, 09 Feb 2007 15:33:05 GMT

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

haha the grenade launcher looks funny

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Fri, 09 Feb 2007 16:13:10 GMT

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

g3a3 and m249 saw done (so is mp5)

i found a grenade launcher model but its \$35

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/272919>

File Attachments

1) [g3a3.wmv](#), downloaded 274 times

2) [m249saw.wmv](#), downloaded 243 times

Subject: Re: weapon replacements for renegade
Posted by [Theboom69](#) on Fri, 09 Feb 2007 17:39:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Theboom69 wrote on Thu, 08 February 2007 00:37Sorry i couldn't buy you that Gun i only have 0.27 on this gift card thing.

Can you make this for nod and gdi?
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/132339>
Or even this for duel weild weapon's?
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/221645>

So can you do this or even the Halo gun's?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Fri, 09 Feb 2007 17:46:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

dual no imposible but i do have some halo guns

Subject: Re: weapon replacements for renegade
Posted by [OWA](#) on Fri, 09 Feb 2007 19:26:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Fri, 09 February 2007 17:46dual no imposible but i do have some halo guns
Dual weapons are possible

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Fri, 09 Feb 2007 19:46:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

without hands its not good mate

Subject: Re: weapon replacements for renegade
Posted by [OWA](#) on Fri, 09 Feb 2007 19:52:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Fri, 09 February 2007 19:46 without hands its not good mate

The Roleplay2 guys seem to have beaten the impossible. (Egad!) apparently the hand positions have been fixed since those screenies. GJ guys

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Fri, 09 Feb 2007 21:02:03 GMT

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

O_o how did he do it i MUST HAVE IT!!!

Subject: Re: weapon replacements for renegade
Posted by [Slave](#) on Fri, 09 Feb 2007 21:10:20 GMT

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

im sure they will, you have already gave everyone so much in return. everyone would benefit.

(and yes, weapons with hands did look better in my opinion)

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Fri, 09 Feb 2007 21:14:32 GMT

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

1. Coule we have the models without the "realistic damage"? I want to use these guns online and I don't plan on getting banned for damage hacks any time soon.
2. Hands would be nice.
3. With the dual wielded weapons, its possible to model them, but I don't think it's possible for both of them to shoot. I beleive only the right one can shoot.

Subject: Re: weapon replacements for renegade
Posted by [u6795](#) on Fri, 09 Feb 2007 21:25:40 GMT

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

slavik262 wrote on Fri, 09 February 2007 16:141. Coule we have the models without the "realistic damage"? I want to use these guns online and I don't plan on getting banned for damage hacks any time soon.

2. Hands would be nice.

3. With the dual wielded weapons, its possible to model them, but I don't think it's possible for both of them to shoot. I beleive only the right one can shoot.

Wrong. They both fire. (and he just DID model them if you saw the screenshots above.)

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Fri, 09 Feb 2007 23:41:16 GMT

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

im gona take a break from gun making for awhile if anyone can animate hands (i cant) please tell me

Subject: Re: weapon replacements for renegade

Posted by [Theboom69](#) on Fri, 09 Feb 2007 23:47:34 GMT

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

www.Renhelp.net

Subject: Re: weapon replacements for renegade

Posted by [sharra](#) on Sat, 10 Feb 2007 00:04:01 GMT

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

can you make these to replace the \$500 sniper

File Attachments

1) [BFM99H-K1.jpg](#) , downloaded 1468 times



Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sat, 10 Feb 2007 10:32:07 GMT

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

i saw one like that on turbo squid ut im taking a couple of days off so i can work on my 2d mmorpg game.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sat, 10 Feb 2007 21:44:43 GMT

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

i've found a way to add "fake" hands that are part of the weapons model so im gona try it on the p90

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sat, 10 Feb 2007 22:41:30 GMT

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

ok heres a vid and model of the p90 with fake hands looks good to be honest and yes i changed the bullet

<http://img95.imageshack.us/img95/4071/p90handszg6.png>

File Attachments

- 1) [p90withhands.wmv](#), downloaded 232 times
- 2) [p90model.zip](#), downloaded 195 times
- 3) [p90texsfx.zip](#), downloaded 180 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sat, 10 Feb 2007 23:38:59 GMT

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

ok just done the same thing to the Famas F1 yum im getting better at this every time i mod a weapon xD

<http://img185.imageshack.us/img185/6407/famashandsyz3.png>

File Attachments

- 1) [famasf1hands.wmv](#), downloaded 235 times
- 2) [Famas F1.zip](#), downloaded 199 times

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Sun, 11 Feb 2007 00:11:11 GMT

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

the famas has the wrong reload sound here is the real reload sound.

File Attachments

1) [tibautorifle_reload.wav](#), downloaded 247 times

Subject: Re: weapon replacements for renegade

Posted by [slavik262](#) on Sun, 11 Feb 2007 00:54:13 GMT

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

Not bad, except the arms look sorta bare. Could you maybe put some gloves on them? But great job.

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Sun, 11 Feb 2007 01:26:15 GMT

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

here is cheaply done gloves to it just add this to the data folder and it will work on all guns

File Attachments

1) [marine2.tga](#), downloaded 285 times

Subject: Re: weapon replacements for renegade

Posted by [Theboom69](#) on Sun, 11 Feb 2007 02:02:45 GMT

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

Quote:Can you make this for nod and gdi?

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/132339>

Can you?

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Sun, 11 Feb 2007 02:09:20 GMT

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

i told you theres to many polygons and objects in that turret
im only doing weapons

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Sun, 11 Feb 2007 02:59:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

wonderful stuff man.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 11 Feb 2007 03:08:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok heres my new Glock IT ROCKS!!!!

<http://img294.imageshack.us/img294/2184/glockhandshi0.png>
tommorow THE JACKHAMMER >=) im off to bed i want FEED BACK please.

File Attachments

- 1) [glock.wmv](#), downloaded 266 times
- 2) [glockv2.zip](#), downloaded 225 times

Subject: Re: weapon replacements for renegade
Posted by [Scrin](#) on Sun, 11 Feb 2007 08:56:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

:o:

Subject: Re: weapon replacements for renegade
Posted by [Di3HardNL](#) on Sun, 11 Feb 2007 09:42:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol make the jackhammer !

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 11 Feb 2007 13:26:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

here you go the jackhammer and MINIGUN!!! (replaces laser chaingun) enjoy

Next weapon is the.... M24 SNIPER RIFLE!!!!

File Attachments

- 1) [Jackhammer.zip](#), downloaded 249 times

- 2) [minigun.wmv](#), downloaded 289 times
- 3) [minigun.zip](#), downloaded 272 times

Subject: Re: weapon replacements for renegade
Posted by [Di3HardNL](#) on Sun, 11 Feb 2007 14:07:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

ty ty

Subject: Re: weapon replacements for renegade
Posted by [Klote2314](#) on Sun, 11 Feb 2007 14:15:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

new rifle for the patch character
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/273205>
the model is free and its gmax hope u can use it

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 11 Feb 2007 14:21:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

its free but its a 3dsmax .max file and i'll think about it at the moment im doing modern weapons

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 11 Feb 2007 15:44:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

M24 IS READY

<http://img441.imageshack.us/img441/6520/m24ap5.png>
damm that was one hell of a B***H to animate ok im done for today!!!

oh heres the g36k exteneded as well!!!

File Attachments

- 1) [M24 SNIPER RIFLE woohoo.wmv](#), downloaded 368 times
- 2) [m24.zip](#), downloaded 300 times
- 3) [g36kextendedwithhands.wmv](#), downloaded 269 times
- 4) [G36kextended.zip](#), downloaded 259 times

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Sun, 11 Feb 2007 17:49:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

!rec urimas amazing l33tness and amazing gun models. 1 thing though. Some of the reload animations take longer than the original reload time. And the m24 texture is a bit rough. But other than that, great.

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Wed, 14 Feb 2007 22:25:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

U planning on doing any more?

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 15 Feb 2007 16:30:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

well im gona try my hand a .mix maps with my weapons in it so hold on xD

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Thu, 15 Feb 2007 21:26:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Amazing. Can't wait to play the map.

Subject: Re: weapon replacements for renegade
Posted by [JeepRubi](#) on Thu, 15 Feb 2007 22:52:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know your turning out lots of quantity with your weapon models and textures, but if i were you (which im not) I would be practicing on turning out a few high quality models compared to the many, many that you have done in a few days. Most of my models take up to a week each and turn out looking like this:

Quality is better than quantity!

Subject: Re: weapon replacements for renegade

Posted by [jamiejrg](#) on Thu, 15 Feb 2007 23:28:31 GMT

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

^ Teh Sex ^

You sure do like extrude don't you

Subject: Re: weapon replacements for renegade

Posted by [u6795](#) on Fri, 16 Feb 2007 01:39:39 GMT

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

Jeep Rubi wrote on Thu, 15 February 2007 17:52I know your turning out lots of quantity with your weapon models and textures, but if i were you (which im not) I would be practicing on turning out a few high quality models compared to the many, many that you have done in a few days. Most of my models take up to a week each and turn out looking like this.

<http://img258.imageshack.us/img258/6538/wip7in9.jpg>

Quality is better than quantity!

He's not making the models though, he's downloading the models and the textures from other websites and adapting them to Renegade.

Subject: Re: weapon replacements for renegade

Posted by [JeepRubi](#) on Fri, 16 Feb 2007 12:48:55 GMT

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

Okay, I suspected that but in the three pages I read I never saw him say anything about that.

BTW: No extruding, Boolean all the way!

Subject: Re: weapon replacements for renegade

Posted by [slavik262](#) on Fri, 16 Feb 2007 21:18:38 GMT

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

Jeep Rubi wrote on Thu, 15 February 2007 16:52I know your turning out lots of quantity with your weapon models and textures, but if i were you (which im not) I would be practicing on turning out a few high quality models compared to the many, many that you have done in a few days. Most of my models take up to a week each and turn out looking like this:

<http://img258.imageshack.us/img258/6538/wip7in9.jpg>

Quality is better than quantity!

Amen. And nice auto rifle.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Fri, 16 Feb 2007 22:28:19 GMT

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

yes im a c**p modeler but i have retextured the p90 to a black version and redid the clip to so here it is!!!

<http://img254.imageshack.us/img254/8272/p90blacktp9.png>

BOTH FILES ARE NEEDED

File1 = Models & Animation

File2 = Texture & Sounds

oh and stand still for awhile i added something to the idle animation

File Attachments

- 1) [p90black.zip](#), downloaded 246 times
- 2) [p90texsfx.zip](#), downloaded 207 times

Subject: Re: weapon replacements for renegade
Posted by [u6795](#) on Mon, 19 Feb 2007 13:38:48 GMT

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

So how goes your .pkg/.mix?

Subject: Re: weapon replacements for renegade
Posted by [OWA](#) on Mon, 19 Feb 2007 16:15:06 GMT

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

Jeep Rubi wrote on Fri, 16 February 2007 12:48Okay, I suspected that but in the three pages I read I never saw him say anything about that.

BTW: No extruding, Boolean all the way!

Indeed Jeep Rubi Boolean ftw.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 21 Feb 2007 14:37:44 GMT

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

its going well added these so far

AK47

m16a2

M16a2+m203

Famas F1

M249 saw

G36k Extended
M24
Mp5

Subject: [Enter amusing subject here]

Posted by [GEORGE ZIMMER](#) on Wed, 21 Feb 2007 16:42:37 GMT

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

lol, a .mix/.pkg with all them weapons? Awesome.

Hey, if you don't have custom terrain for a level, I can always make you one. These weapons are awesome, so I'd probably make a DM map. I have an idea in mind, but I'd like to have your approval of me even making the terrain first .

If you want, we can talk over AIM/xfire. Name is Cabal8616 on both (Yes, unexpected, isn't it).

Oh, and thumbs up on all the weapons.

Subject: Re: weapon replacements for renegade

Posted by [sharra](#) on Wed, 21 Feb 2007 16:53:54 GMT

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

I got owned by the jake hammer today

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Wed, 21 Feb 2007 20:08:16 GMT

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

lol ouch and yes custom maps are welcome mate map away im not to fond with the defaults anyway there not very good for big infantry battles so yes make maps for this if you want

Subject: Re: weapon replacements for renegade

Posted by [sharra](#) on Wed, 21 Feb 2007 23:44:51 GMT

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

hey some one add this to his maps i dnt know how or i would do it for regaler battels

File Attachments

1) [TS_orcab.zip](#), downloaded 170 times

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 22 Feb 2007 13:37:32 GMT

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

well when i try to set up flying options it crashes my editor so i cant realy add aircraft

Subject: Re: [Enter amusing subject here]
Posted by [Urimas](#) on Thu, 22 Feb 2007 16:21:10 GMT

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

ok heres a view of the m16a2+m203

also now working on

g3a3

Mirco Uzi

RPG

M79

File Attachments

1) [m16a2+m203.wmv](#), downloaded 232 times

Subject: Re: [Enter amusing subject here]
Posted by [Scrin](#) on Thu, 22 Feb 2007 17:31:19 GMT

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

Urimas wrote on Thu, 22 February 2007 10:21ok heres a view of the m16a2+m203

also now working on

g3a3

Mirco Uzi

RPG

M79

nice! but why you not want use default hands? this hands not very good...

Subject: Re: [Enter amusing subject here]
Posted by [Urimas](#) on Thu, 22 Feb 2007 19:38:12 GMT

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

well its the fingers i dont like doing :s

Subject: Re: [Enter amusing subject here]
Posted by [Jerad2142](#) on Thu, 22 Feb 2007 21:31:59 GMT

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

The fingers are hard and take a lot of time, but with practice you will get better and be able to do faster.

Subject: Re: [Enter amusing subject here]
Posted by [Urimas](#) on Fri, 23 Feb 2007 14:05:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

well theres another thing i can only animate if the habds are part of the model the real hands are way off the screen xD

oh im gona add a Bow like on rambo with normal and explosive arrows

Subject: Re: weapon replacements for renegade
Posted by [GEORGE ZIMMER](#) on Fri, 23 Feb 2007 18:12:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

A bow? Haha. Awesome.

You should add a crossbow, too, unless that's what you had in mind.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Fri, 23 Feb 2007 18:15:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

well i'll try a crossbow but a rombo bow is what i want more.

Subject: RE: weapon replacements for renegade
Posted by [Jerad2142](#) on Sat, 24 Feb 2007 07:54:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Fri, 23 February 2007 07:05well theres another thing i can only animate if the habds are part of the model the real hands are way off the screen xD

You have to modify the f_ha_ models to get the hands to animate, f_ga_ is for the weapon animations.

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Sun, 25 Feb 2007 04:28:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's looking pretty good, but the arms still look a bit cheesy.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 25 Feb 2007 13:39:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

i've found lots of maps of real places in gmax format so im gona use em for my maps i'll make the first of afganistan and see how it turns out

Subject: Re: weapon replacements for renegade
Posted by [slavik262](#) on Sun, 25 Feb 2007 17:46:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool. And good luck with the fingers. They've definately been improving over what they used to be. The new p90 fingers are getting closer to what they should look like.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 25 Feb 2007 21:00:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

well the maps are unusable so im having a go at making my own
heres a pic of it (still in progress)

<http://img401.imageshack.us/img401/5648/mapsofara05.png>
nod at the top gdi at the bottem uabove gdi is a Cave (good for tank and infantry battles) the mountains near gdi will have a tunnel network in them same for nod side and also attack helicopters will be on the small island (need transport choppers to get there) and i'll add trees and other stuff to.

Subject: Re: weapon replacements for renegade
Posted by [u6795](#) on Sun, 25 Feb 2007 21:28:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good terrain model, definitely needs more detail though. Good luck

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 25 Feb 2007 21:34:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am gona round the map out more and I need to add more mountains mabye even a ruined city

for infantry to blow each others brains out in (getting more ideas WOOT!!!)
iv'ed rounded out the land so it looks better

<http://img528.imageshack.us/img528/4282/mapsofarff1.png>

Subject: Re: weapon replacements for renegade

Posted by [GEORGE ZIMMER](#) on Mon, 26 Feb 2007 00:19:25 GMT

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

lol that looks pretty cool. I was planning on a city DM as a seperate map. This should be a .pkg using only temp. Using the "add" button in LE is always a stupid idea anyway

But that looks pretty tight. Any new vehicle plans?

Oh, and give the Nod base some more protection. A bit unfair that GDI has all that mountain to protect em. You can also always send the map to me and I can redo it some for ya, if ya like.

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Mon, 26 Feb 2007 00:45:13 GMT

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

it has now, here it is, all i got to do is add trees rocks and grass

<http://img341.imageshack.us/img341/4285/mapsofarwi8.png>

i plan on adding Proper apaches/ Hind-D/ Heuy Transport Chopper/ Warrior APC/ Challenger Tank/ static Artillery (from inside base)
and properly more.

Subject: Re: weapon replacements for renegade

Posted by [Jerad2142](#) on Mon, 26 Feb 2007 01:15:24 GMT

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

Wow that brings back memories of when I first started. Do you know how to use Vertex Paint? If not I will tell you how (using vertex pain allows you to blend the textures).

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Mon, 26 Feb 2007 01:16:44 GMT

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

sweet tell me

Subject: Re: weapon replacements for renegade

Posted by [Jerad2142](#) on Mon, 26 Feb 2007 01:26:04 GMT

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

Step one Select Vertex Paint in the modifier List, then click the "VertCol" and "Shaded" Buttons. Click the brush and select a color (darker make the first material more opaque).

Second Make the texture and give it two passes:

For the first change nothing but the texture (this will be the black color).

For the second pass change the shader to alpha blend:

And give it what ever texture you want (this will be the white color, so check display).

I remember my first 13 mods none of which had blended textures (all I had was dial up so I did not bother with forums).

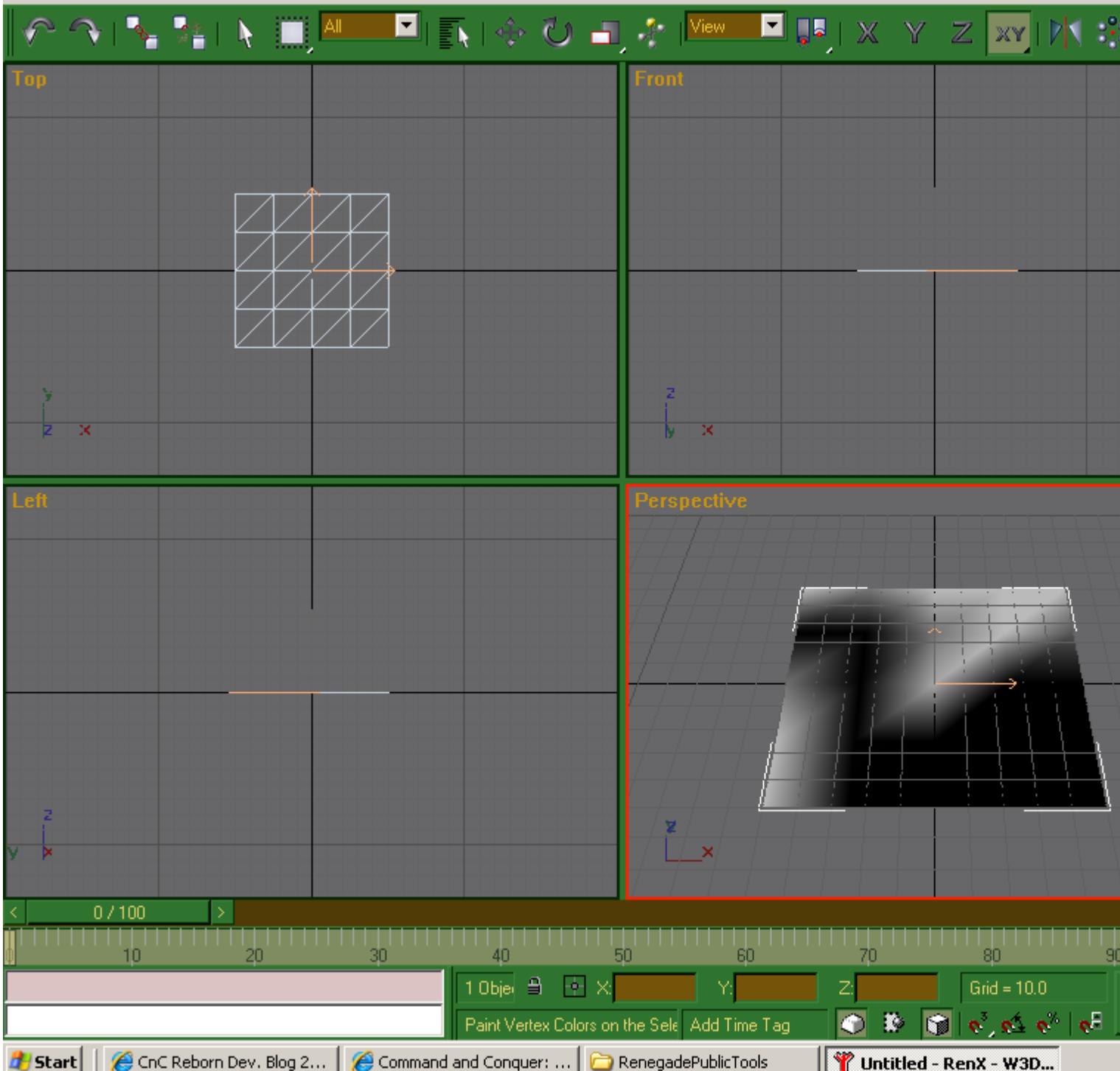
So if you have any other question ask and I will help you out.

File Attachments

1) [Step1.png](#), downloaded 1040 times

Untitled - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



2) Step2.png, downloaded 1031 times

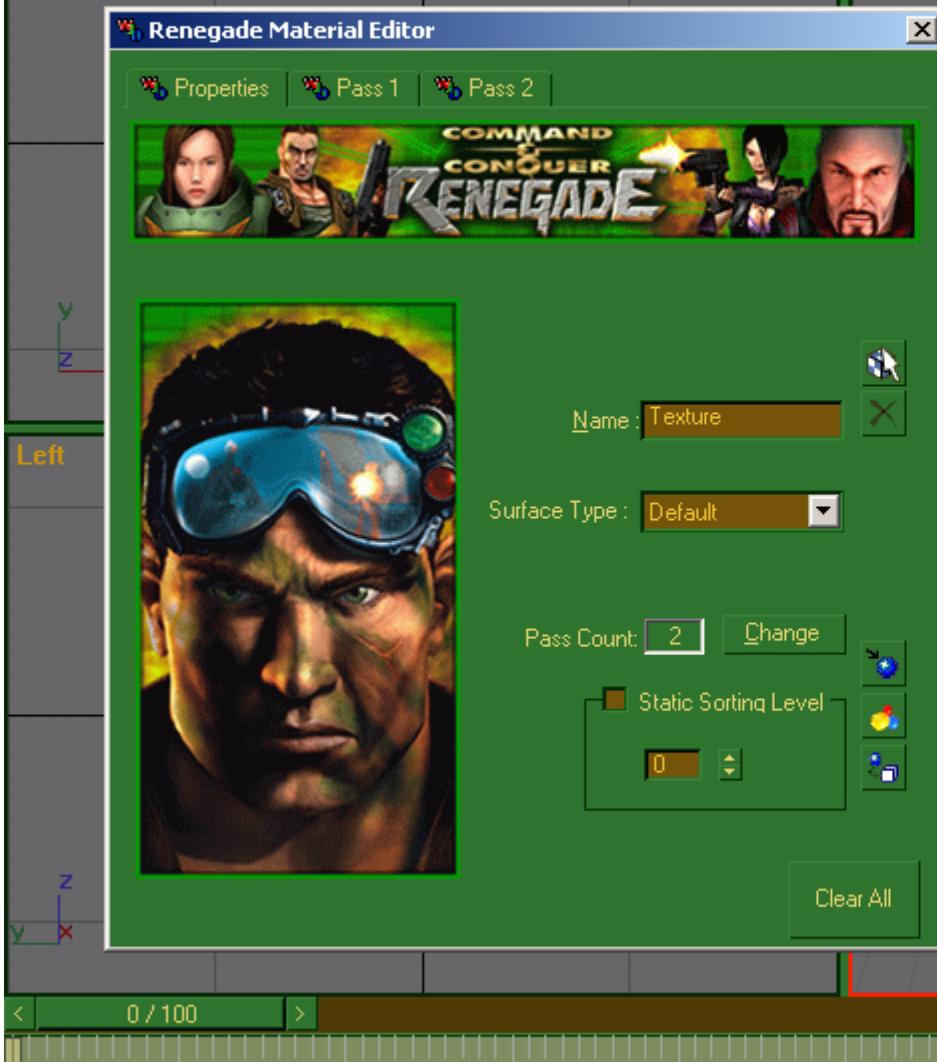
Untitled - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



Top

Front



Left

active

Y
Z
X

X
Y
Z



Y
Z
X

X
Y
Z



CnC Reborn Dev. Blog 2...

Command and Conquer: ...

LevelEdit

Untitled - RenX - W3D...

3) Step3.png, downloaded 1029 times

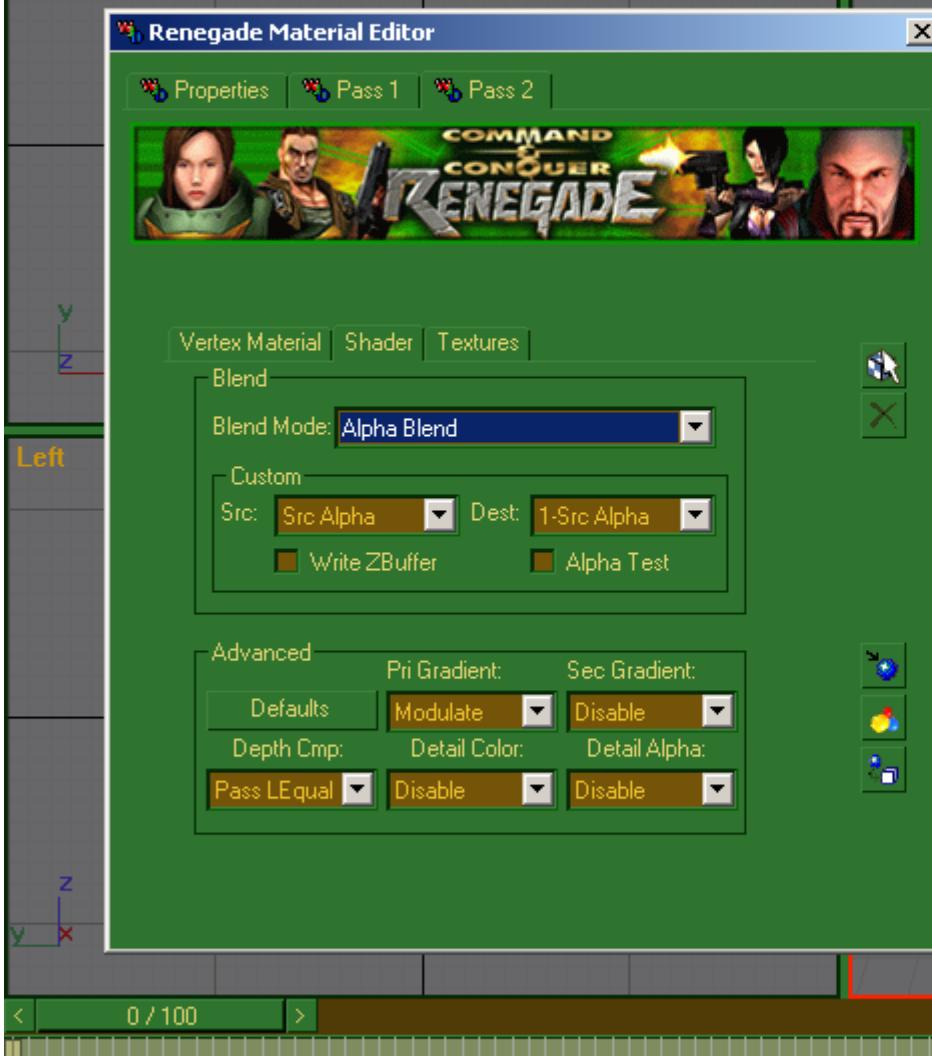
Untitled - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help



Top

Front



Start | CnC Reborn Dev. Blog 2... | Command and Conquer: ... | LevelEdit | Untitled - RenX - W3D...

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 26 Feb 2007 01:32:33 GMT

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

i dont get it :s

Subject: Re: weapon replacements for renegade
Posted by [JeepRubi](#) on Mon, 26 Feb 2007 01:56:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Umm, that city will be underused because its at the side of the map, make it in the middle so you have to go thru it to get the the other base.

Also, try out this tutorial.

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=21>

Thats the tutorial that helped me most when starting out. I would reccomend doing a smaller map for your first map and try to stay in the box until you get the hang of things.
Im speaking from experience, but you dont have to listen.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 26 Feb 2007 02:19:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh nvm i got it now thanks any but i used a different tut yours made no sence to me, here is the tut i used.

<http://renhelp.laeubi-soft.de/index.php?tut=3>

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 26 Feb 2007 03:47:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok i'll try a small infantry only map to start with

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Mon, 26 Feb 2007 04:36:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry for triple post (to bad edit dont last long) but here is a rough small map will this do (im bad at map design)

<http://img518.imageshack.us/img518/8333/mapsofarri0.png>
gonna have tunnels in the mountain.

Subject: Re: weapon replacements for renegade
Posted by [HORQWER](#) on Tue, 27 Feb 2007 00:38:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

hello, i have a question , aRE WEAPONS easyto make?

Subject: Re: weapon replacements for renegade
Posted by [u6795](#) on Tue, 27 Feb 2007 00:39:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

He isn't making these weapons, he is just importing the models into renegade.

[Http://renhelp.net](http://renhelp.net) for tutorials on making weapons.

Subject: Re: weapon replacements for renegade
Posted by [HORQWER](#) on Tue, 27 Feb 2007 03:25:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

nonono i mean not how to use them in renegade but i mean if i like go make them are they ganna take more time, are they are hard to make and soso , last question, does weapons need bones?

Subject: Re: weapon replacements for renegade
Posted by [Slave](#) on Tue, 27 Feb 2007 15:25:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes
yes
yes

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Tue, 27 Feb 2007 15:42:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

well with my template its easy to set up a weapon for renegade the offical way has like a worldox + origin + lots of little bones i've cut them down to only 3(1st person) and 4(3rd person) so to me its easy rigging weapons

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Wed, 28 Feb 2007 13:18:33 GMT

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

ok here are the new hands im gona use

<http://img90.imageshack.us/img90/7691/handseb4.png>
i'll make a new thresd with lots of weapons when there ready.

Subject: Re: weapon replacements for renegade
Posted by [HORQWER](#) on Thu, 01 Mar 2007 01:19:43 GMT

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

is that monkeys legs??

Subject: Re: weapon replacements for renegade
Posted by [hitman973](#) on Thu, 01 Mar 2007 03:12:04 GMT

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

CAN SOME one post the m82 sniper rifle PLZ
or make one plz

Subject: Re: weapon replacements for renegade
Posted by [jamiejrg](#) on Thu, 01 Mar 2007 16:21:14 GMT

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

Hey can you post up your renx scene that has your hands in it.

THanks
Jamie

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Thu, 01 Mar 2007 19:24:45 GMT

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

ok here it is

<http://img114.imageshack.us/img114/1945/handsongunoe3.png>

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Fri, 02 Mar 2007 08:20:57 GMT

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

ouuu its good

PuPs

Subject: Re: weapon replacements for renegade

Posted by [atomar123](#) on Fri, 02 Mar 2007 13:47:11 GMT

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

Hey Umash!

When do you release the M16 with the Grenade Launcher?

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Fri, 02 Mar 2007 21:56:43 GMT

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

well unless you want them as separate weapons then I can do that.

Subject: Re: weapon replacements for renegade

Posted by [HORQWER](#) on Sat, 03 Mar 2007 02:07:27 GMT

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

looks good but I don't really like to replace renegade weapons

Subject: Re: weapon replacements for renegade

Posted by [atomar123](#) on Sat, 03 Mar 2007 12:16:01 GMT

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

Yes.. like in this video you released!

The M16 as the standard Rifle & the Grenade Launcher as the ähm as the Grenade Launcher! ^^

Also ...some little question I want to know :

1.) Is it possible to displace the Renegade Launcher Position (default 6) under the the Rifle Section (default 2), but directly under the rifle, second position, before the chaingun appears?

2.) Also someone knows where I can give Havoc a higher jump?... I wanna make him jump twice as high as he does now.

3.) Were can I change the range of the Mammoth rockets?

4.) Is it possible to included a second rifle in renegade?

One for GDI & one for Nod & then make them both useable, but seperated form eachother.

(Like The Soviets AK47 & the Allies M16 in A Path Beyond)

So that havoc will be able to use 2 diffrent rifles in Renegade, but with the same ammo?

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Sat, 03 Mar 2007 23:16:34 GMT

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

1 = no

2 = erm no again

3 = still no

4 = sorry to say it but no

unless you make your own .PKG then no you cant.

next havoc replacement Halo Master Chief

Subject: Re: weapon replacements for renegade

Posted by [Slave](#) on Sat, 03 Mar 2007 23:34:33 GMT

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

Maybe you could put the arms more in line with the direction of the weapon. I dont know much about guns, but to me it seems you would put them against your shoulders, not a meter above your head.

Subject: Re: weapon replacements for renegade

Posted by [atomar123](#) on Sun, 04 Mar 2007 14:13:58 GMT

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

To bad.....

Okay,. but wehn do you release the M16/Grenade Launcher.

Subject: Re: weapon replacements for renegade
Posted by [Urimas](#) on Sun, 04 Mar 2007 16:11:03 GMT

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

ok here is 5!!! different colours of the halo chief

<http://img410.imageshack.us/img410/7725/chiefvj3.png>

GDI soldier = green

GDI shotgun = Blue

GDI grenade = Red

GDI enigner = White

Deadeye = Black

next covonent characters

File Attachments

- 1) [Chiefgreen.zip](#), downloaded 263 times
- 2) [Chiefblue.zip](#), downloaded 234 times
- 3) [Chiefred.zip](#), downloaded 262 times
- 4) [Chiefwhite.zip](#), downloaded 227 times
- 5) [Chiefblack.zip](#), downloaded 252 times

Subject: Re: weapon replacements for renegade
Posted by [hitman973](#) on Sun, 04 Mar 2007 17:14:55 GMT

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

it don't work with RG

~~~~~

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Slave](#) on Sun, 04 Mar 2007 20:21:17 GMT

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

---

maybe you could add 2nd pass reflection to the visor to pimp it out to the max, and have it almost as real as in the real halo.

also, i used one in game for a little while, surely was fun. i wonder how far this topic will evolve.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [u6795](#) on Sun, 04 Mar 2007 21:30:48 GMT

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

---

I love you... You've pretty much done everything I've ever wanted in terms of Renegade model replacements.

<33

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [Canadacdn](#) on Sun, 04 Mar 2007 21:35:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

heh, I know where you got those models.

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [atomar123](#) on Mon, 05 Mar 2007 19:13:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Whats about the replacement Umas?

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [Zion](#) on Mon, 05 Mar 2007 22:50:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

He's working for AR now so don't expect updates so often. (but expect AR to be out faster )

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [Urimas](#) on Mon, 05 Mar 2007 23:34:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Yes its ture im with AR and yes im gona be doing them for awhile but i'll get the covonent for nod ready in a day or 2

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [sharra](#) on Mon, 05 Mar 2007 23:36:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Red Alert 2: Apocalypse Rising wepons cant look better with out Urimas doing them (that is wight your doing right)

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [Zion](#) on Tue, 06 Mar 2007 08:46:18 GMT

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

---

He's not modelling them, our 3D artists are modelling them, he's just rigging them for the game.

---

---

Subject: Re: weapon replacements for renegade

Posted by [OWA](#) on Tue, 06 Mar 2007 10:47:32 GMT

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

---

Merovingian wrote on Tue, 06 March 2007 08:46 He's not modelling them, our 3D artists are modelling them, he's just rigging them for the game.

Don't forget animations! We are really grateful for his support, expect to see some stuf from him in the latest blog.

Oh and Merovingian, he'll probably have more than enough time to keep doing weapons here for release. We haven't got that many ready But we'll se how it plays out.

---

---

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 06 Mar 2007 13:45:39 GMT

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

---

here you go the Cononent Characters From Halo

<http://img524.imageshack.us/img524/8375/covonentbw7.png>

Enjoy

Covonent Shotgun+Soldier = blue

Covonent Flamethrower = red

Covonent Enginier = black

Covonent Stealth = White

#### File Attachments

---

- 1) [Covonent shotgun+soldier.zip](#), downloaded 251 times
- 2) [Covonent flamethrower.zip](#), downloaded 229 times
- 3) [Covonent enginier.zip](#), downloaded 252 times
- 4) [Covonent Stealth.zip](#), downloaded 254 times

---

---

Subject: Re: weapon replacements for renegade

Posted by [slavik262](#) on Tue, 06 Mar 2007 21:32:31 GMT

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

---

Good stuff. But some AR stuff would be better. Angel, as a "teaser," would it be possible to release some Apoc Rising weapons models? I'd love to run around in Renegade with that colt .45

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Tue, 06 Mar 2007 21:55:46 GMT

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

---

omfg this models is cool!

---

---

Subject: Re: weapon replacements for renegade  
Posted by [OWA](#) on Tue, 06 Mar 2007 22:32:44 GMT

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

slavik262 wrote on Tue, 06 March 2007 21:32Good stuff. But some AR stuff would be better.  
Angel, as a "teaser," would it be possible to release some Apoc Rising weapons models? I'd love  
to run around in Renegade with that colt .45  
Maybe.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [slavik262](#) on Fri, 09 Mar 2007 02:08:06 GMT

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

---

Subject: Re: weapon replacements for renegade  
Posted by [jamiejrg](#) on Fri, 09 Mar 2007 19:06:10 GMT

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

HOLY CRAP MAN! Did you do those froms scratch?

\*edit\* I just looked at some of the pics of the models from AR. They look amazing. The allied  
warfactory is possibly the sexiest thing i have ever seen mod wise.

Jamie

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Sat, 10 Mar 2007 17:51:00 GMT

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

---

ok all hail urimas

---

---

Subject: Re: weapon replacements for renegade

Posted by [jamiejrg](#) on Sat, 10 Mar 2007 18:26:35 GMT

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

---

So it seems. Damn those are awesome

---

---

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Sat, 10 Mar 2007 21:30:59 GMT

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

---

lol so far ive animated 4 weapons for AR

colt45

Dual Colt45

PPSH

and AT4 rocket launcher

---

---

Subject: Re: weapon replacements for renegade

Posted by [Zion](#) on Sat, 10 Mar 2007 23:16:53 GMT

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

---

Information like that is not to be discussed here unless you suddenly became a PR which you should have included more information about the mod.

---

---

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Sun, 11 Mar 2007 13:27:26 GMT

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

---

ah sorry so im not gona give any more info so you guys are gona have to guess from now on soz bout that merovin

---

---

Subject: Re: weapon replacements for renegade

Posted by [atomar123](#) on Sun, 11 Mar 2007 16:09:51 GMT

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

---

But you could finally release your M16 Grenade Launcher version.....

Thx

---

---

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Tue, 13 Mar 2007 14:22:05 GMT

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

---

sorry im busy with the AR weapons to do that right now i might do it later.

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [Sn1per74\\*](#) on Tue, 13 Mar 2007 14:51:21 GMT

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

---

atomar123 wrote on Sat, 03 March 2007 06:16Yes.. like in this video you released!

The M16 as the standart Rifle & the Grenade Launcher as the ähm as the Grenade Launcher! ^^

Also ...some little question I want to know :

1.)Is it possible to displace the Rene Grenade Launcher Position (default 6) under the the Rifle Section (default 2), but directly under the rifle, second position, before the chaingun appears?

2.)Also someone knows were I can give havoc a higher jump?... I wanna make him jump twice as high as he does now.

3.)Were can I change the range of the Mammoth rockets?

4.) Is it possible to included a second rifle in renegade?

One for GDI & one for Nod & then make them both useable, but seperated form eachother.

(Like The Soviets AK47 & the Allies M16 in A Path Beyond)

So that havoc will be able to use 2 diffrent rifles in Renegade, but with the same ammo?

Uhh I think 2 & 3 can be done with an objects.ddb mod but ranguard wont let you on.

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [Jerad2142](#) on Tue, 13 Mar 2007 17:13:01 GMT

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

---

1 and 4 are also possible, but 4 would require a script to keep their ammo count the same.

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [atomar123](#) on Tue, 13 Mar 2007 18:10:53 GMT

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

---

I don't mind about Ranguard...

so can you tell me how I can do that?

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [Sn1per74\\*](#) **on** Tue, 13 Mar 2007 23:30:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

uhh.. I haven't modded an object.ddb in a few years. But try going into Level Edit and editing the presets and you'll find it. When your done save the mod, go to your mod folder and take out the file called objects.ddb and stick it in the Renegade Data folder and play and it will work if you did it right. But keep in mind that if you have the object.ddb in your data folder no servers will show up in multiplayer until you take it out of your data folder.

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [Scrin](#) **on** Wed, 21 Mar 2007 08:46:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

so you make sumten new? ^^

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [Renardin6](#) **on** Wed, 21 Mar 2007 11:17:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I have a spas replacement weapon (the one from reborn) I will upload it here, you will enjoy it.

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [Scrin](#) **on** Wed, 21 Mar 2007 16:40:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Renardin6 wrote on Wed, 21 March 2007 05:17 I have a spas replacement weapon (the one from reborn) I will upload it here, you will enjoy it.

---

^^ did reborn released in this year?

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [TSS888](#) **on** Sat, 24 Mar 2007 08:34:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Reborn has not been released yet.

---

---

**Subject:** Re: weapon replacements for renegade  
Posted by [Urimas](#) on Sun, 25 Mar 2007 02:45:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

sorry im busy now doing AR and APB weapons

---

---

**Subject:** Re: weapon replacements for renegade  
Posted by [Scrin](#) on Sun, 25 Mar 2007 15:53:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

nice!

---

---

**Subject:** Re: weapon replacements for renegade  
Posted by [Nod Guy](#) on Wed, 28 Mar 2007 08:54:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Urimas  
please put the beta Nod Soldier ingame  
the textures for it are in XCC Mixer under the Original nod soldiers texture  
all you have to do is bone it i think  
this would be much appreciated

---

---

**Subject:** Re: weapon replacements for renegade  
Posted by [Scrin](#) on Wed, 28 Mar 2007 10:45:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

what nod beta soldier O\_o?

---

---

**Subject:** Re: weapon replacements for renegade  
Posted by [Canadacdn](#) on Wed, 28 Mar 2007 15:46:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I thought I'd have a go at putting the beta soldier in-game. It's not very good, as the beta skin layout is totally different from the ones we have now, so deal with it.

---

#### File Attachments

1) [c\\_nod\\_mg.dds](#), downloaded 254 times

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Thu, 29 Mar 2007 14:25:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hmm... not perf contrast/texture

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Slave](#) on Thu, 29 Mar 2007 16:56:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The dds has an odd filesize which my computer does not seem to like.

edit: For some random reason the mip maps were screwed, I took the freedom to regenerate them. For the rest, it's still the exact same picture Canad made.

#### File Attachments

1) [c\\_nod\\_mg.dds](#), downloaded 294 times

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Canadacdn](#) on Thu, 29 Mar 2007 17:21:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Maybe the mip maps got screwed because I had a bit of an internet fart while uploading.  
Regardless, thanks.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Slave](#) on Thu, 29 Mar 2007 17:45:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

anytime

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Nod Guy](#) on Mon, 02 Apr 2007 00:29:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

in third person the Nod symbol on the soldiers body looks very big, can someone resize it just a little?

---

---

Subject: Re: weapon replacements for renegade  
Posted by [b0iNk](#) on Tue, 03 Apr 2007 12:24:22 GMT

---

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

---

Hey i have been looking for good weapons for awhile now and i like the beta pistol but it wont work with rengaurd can you get it to ork with rengaurd

b0iNk

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [bocoboco](#) on Sat, 07 Apr 2007 02:27:52 GMT

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

---

urimas plz release ur M16 rifle model it looks AMAZING...  
other M16 models arent as good looking as yours(no offence)

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [hitman973](#) on Sun, 08 Apr 2007 01:22:44 GMT

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

---

omg u pwn

i want ur m16 with that m203

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [bocoboco](#) on Mon, 09 Apr 2007 00:15:32 GMT

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

---

Urimas...

PLZ POST THE HANDS 4 UR GUNS!!!!

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [Scrin](#) on Mon, 09 Apr 2007 07:25:29 GMT

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

---

bocoboco wrote on Sun, 08 April 2007 19:15Urimas...

PLZ POST THE HANDS 4 UR GUNS!!!!

^^

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [atomar123](#) on Mon, 09 Apr 2007 11:29:33 GMT

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

---

2 things...

- 1.) Urimas pls. give us this M16!
- 2.) I thought Renardin wanted to give us the Pumpgun!

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Nod Guy](#) on Tue, 10 Apr 2007 03:05:11 GMT

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

---

yeah  
i sent renardin a pm on the reborn forums but didn't get a reply  
i would really like the shotgun replacement

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Tue, 10 Apr 2007 06:13:40 GMT

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

---

Nod Guy wrote on Mon, 09 April 2007 22:05yeah  
i sent renardin a pm on the reborn forums but didn't get a reply  
lol

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Nod Guy](#) on Mon, 16 Apr 2007 06:17:09 GMT

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

---

Urimas wrote on Wed, 07 February 2007 03:11no i get all my models from Turbosquid  
well here is my (poorly modeled)Zat gun

<http://img63.imageshack.us/img63/9549/zatuw8.png>  
Replaces Volt Autorifle

you must make the Rocket Launcher the Staff Weapon

---

---

Subject: Re: weapon replacements for renegade  
Posted by [U6795](#) on Mon, 16 Apr 2007 20:46:18 GMT

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

---

Apocalypse Rising and APB stoled our Urimas

Looks like there won't be much more... End of an era...

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [Scrin](#) on Tue, 17 Apr 2007 08:14:47 GMT

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

---

u6795 wrote on Mon, 16 April 2007 15:46 Apocalypse Rising and APB stoled our Urimas

Looks like there won't be much more... End of an era...  
halo 3.....

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [OWA](#) on Tue, 17 Apr 2007 10:20:31 GMT

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

---

He has gone on holiday for 3 weeks.

That is why there is no reply.

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [slavik262](#) on Sun, 22 Apr 2007 20:48:31 GMT

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

---

Renardin6 wrote on Wed, 21 March 2007 06:17 I have a spas replacement weapon (the one from reborn) I will upload it here, you will enjoy it.

Amazing. Can't wait for this. I adore that model. Weapons Test 1 FTW!

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [atomar123](#) on Mon, 23 Apr 2007 06:48:58 GMT

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

---

Yes... Were is Renardin & the replacement?

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [Scrin](#) on Mon, 23 Apr 2007 16:25:31 GMT

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

---

atomar123 wrote on Mon, 23 April 2007 01:48  
Yes... Were is Renardin & the replacement?  
Renardin==AirCraftKiller.....gg got somethink from him....and im already not noticed why he so  
angry after viewing his (o rly?) Obelisc in my TS sidebar icon... in my TS beta mod...  
----><http://planetcnc.gamespy.com/View.php?view=POTD.Detail&id=1866>  
ye and not jelos my stuff there...

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Jerad2142](#) on Mon, 23 Apr 2007 17:05:37 GMT

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

---

Never mind.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [atomar123](#) on Fri, 27 Apr 2007 16:04:55 GMT

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

---

Yeah some people seems to act like pussys somethimes.

By the way..

It's ObelisK and not Obelisc!

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Fri, 27 Apr 2007 22:24:39 GMT

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

---

atomar123 wrote on Fri, 27 April 2007 11:04

By the way..

It's ObelisK and not Obelisc!

you catch me...

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Dreganius](#) on Wed, 02 May 2007 11:54:57 GMT

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

---

i would love to see a Steyr Aug made, that would really be sw33t... dunno where to get the textures or anything though lol

[http://www.militaryfactory.com/smallarms/imgs/steyr\\_aug.jpg](http://www.militaryfactory.com/smallarms/imgs/steyr_aug.jpg)

if you could you would really make my renegade...

---

---

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [CFGpower](#) on Sat, 05 May 2007 20:09:28 GMT

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

---

link for download the famas is borken, where cna i download it please ?

---

---

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [sadukar09](#) on Sun, 06 May 2007 00:40:42 GMT

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

---

Renardin6 wrote on Wed, 21 March 2007 05:17 I have a spas replacement weapon (the one from reborn) I will upload it here, you will enjoy it.

\*drool\* want that shotgun 2 pwn...\*drool\*

---

---

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [Dreganius](#) on Mon, 07 May 2007 05:34:25 GMT

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

---

screw wanting that model, I WANT REBORN!!!

---

---

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [Scrin](#) on Mon, 07 May 2007 07:33:13 GMT

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

---

Dreganius wrote on Mon, 07 May 2007 00:34 screw wanting that model, I WANT REBORN!!!  
im too!! but AircraftKiller copy guy (renardin) is leave reborn team..... . . . well actualy its sad for me...

---

---

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [sadukar09](#) on Mon, 07 May 2007 20:06:52 GMT

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

---

Dreganius wrote on Mon, 07 May 2007 00:34screw wanting that model, I WANT REBORN!!!  
we ALL want reborn or do we...

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Urimas](#) on Mon, 07 May 2007 20:50:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

im back and i'll try to do styler aug for you ^ long time till i animate APB and AR weapons

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Urimas](#) on Tue, 08 May 2007 12:37:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

ok heres a picture of the styler Aug in my renx all i gotta do is animate it but before i do what weapon should it replace?

<http://img144.imageshack.us/img144/5255/augpc4.png>

---

File Attachments

1) [aug.PNG](#), downloaded 399 times



---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Tue, 08 May 2007 12:54:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Tue, 08 May 2007 07:37ok heres a picture of the styler Aug in my renx all i gotta do is animate it but before i do what weapon should it replace?

<http://img144.imageshack.us/img144/5255/augpc4.png>

ZoMg....? wtf its coool mate!  
Wacko/Jacko

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Urimas](#) on Tue, 08 May 2007 17:52:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

ok the Styler Aug (automatic rifle replacement) is ready

<http://img352.imageshack.us/img352/1183/augpy9.png>

File 1 = models part 1  
File 2 = models part 2  
File 3 = sound + texture  
file 4 = weapon video

#### File Attachments

- 1) [Aug models.zip](#), downloaded 252 times
- 2) [Aug models 2.zip](#), downloaded 236 times
- 3) [Aug sound&texture.zip](#), downloaded 223 times
- 4) [styleraug.wmv](#), downloaded 239 times

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Tue, 08 May 2007 18:31:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Tue, 08 May 2007 12:52ok the Styler Aug (automatic rifle replacement) is ready

<http://img352.imageshack.us/img352/1183/augpy9.png>

File 1 = models part 1  
File 2 = models part 2  
File 3 = sound + texture  
file 4 = weapon video

omg wtf...its best replacement i ever see!!!!  
ZoMfGaTeD...  
wacko/jacko

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Urimas](#) on Tue, 08 May 2007 18:38:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

lol even added in the idle animation that he checks his knuckles ^^

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Tue, 08 May 2007 19:17:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Urimas wrote on Tue, 08 May 2007 13:38lol even added in the idle animation that he checks his knuckles ^^  
lol also nice make "hands tired" animations... maybe you should make left hand show "fuck"

---

---

Subject: Re: weapon replacements for renegade  
Posted by [slavik262](#) on Tue, 08 May 2007 21:18:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks good Urimas. Now if you could only sneak us some Apoc Rising models...

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Viking](#) on Tue, 08 May 2007 22:09:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have a cool m16 model!

Maybe ill do the hand positions for it? I dunno.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Dreganius](#) on Wed, 09 May 2007 09:49:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

omg omg omg tyvm!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

i'd love you if you replaced the laser rifle with it...

but TYVM NONE THE LESS!

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Wed, 09 May 2007 11:01:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dreganius wrote on Wed, 09 May 2007 04:49omg omg omg tyvm!!!!!!!!!!!!!!!!!!!!!!

i'd love you if you replaced the laser rifle with it...

but TYVM NONE THE LESS!  
urimas already make laser replacement... but i think (i think) its too big... maybe you made

somethink better mate?

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Urimas](#) on Wed, 09 May 2007 11:15:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

i'll be happy to animate any models you might have for a laser rifle replacement.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Nod Guy](#) on Thu, 10 May 2007 09:16:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Urimas can you do 1 or 2 weapons from halo, halo 2  
thanks

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Urimas](#) on Thu, 10 May 2007 10:05:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

get the models and i will.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Dreganius](#) on Thu, 10 May 2007 10:44:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Scrin wrote on Wed, 09 May 2007 21:01  
urimas already make laser replacement... but i think (i think) its too big... meybe you made  
somethink better mate?

i meant replacing the laser rifle with the steyr aug bullpup. either that or the Laser Chaingun, that  
would be seksi nice.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Urimas](#) on Thu, 10 May 2007 19:32:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

is there any way to rip models and textures from other games E.G. Battlefield 2 or Call of Duty?

---

---

Subject: Re: weapon replacements for renegade  
Posted by [u6795](#) on Thu, 10 May 2007 19:33:37 GMT

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

---

This just has to be done. No thumbnail, but yeah.

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/320853>

(Halo battle rifle, because nod guy suggested it)

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Thu, 10 May 2007 20:17:47 GMT

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

---

u6795 wrote on Thu, 10 May 2007 14:33This just has to be done. No thumbnail, but yeah.

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/320853>

(Halo battle rifle, because nod guy suggested it)  
not bad

---

Subject: Re: weapon replacements for renegade  
Posted by [CFGpower](#) on Fri, 11 May 2007 19:20:11 GMT

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

---

so where can I download your famas please ?

---

Subject: Re: weapon replacements for renegade  
Posted by [Urimas](#) on Fri, 11 May 2007 21:39:10 GMT

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

---

here it is enjoy

#### File Attachments

1) [Famas F1.zip](#), downloaded 234 times

---

Subject: Re: weapon replacements for renegade  
Posted by [atomar123](#) on Sat, 12 May 2007 18:30:08 GMT

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

---

I really dislike the Renegade Rocket Launcher.  
Can't you make a replacement for the Rocket Launcher, Urimas?

Maybe a Stinger or a Bazzoka or something...

Maybe something like this modified Stinger with somekind of rocket magazine?  
Then it could carry 6 mini-rockets.

---

---

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Urimas](#) on Sat, 12 May 2007 19:02:07 GMT

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

well i dont make the models you find it i'll try it.

---

---

---

Subject: Re: weapon replacements for renegade  
Posted by [atomar123](#) on Mon, 14 May 2007 17:59:42 GMT

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

Can't you get a model like you do it allways?

---

---

---

Subject: Re: weapon replacements for renegade  
Posted by [jamiejrg](#) on Mon, 14 May 2007 20:15:15 GMT

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

He just rigs, he doesn't model.

Jamie

---

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Scrin](#) on Tue, 15 May 2007 06:57:12 GMT

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

jamiejrg wrote on Mon, 14 May 2007 15:15

Jamie

---

SADie

---

---

---

Subject: Re: weapon replacements for renegade

Posted by [jamiejrg](#) on Tue, 15 May 2007 12:42:25 GMT

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

---

Scrin wrote on Tue, 15 May 2007 01:57jamiejrg wrote on Mon, 14 May 2007 15:15

Jamie

SADie

Wha'chue talk'n about?

---

---

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Tue, 15 May 2007 18:40:12 GMT

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

---

jamiejrg wrote on Tue, 15 May 2007 07:42Scrin wrote on Tue, 15 May 2007 01:57jamiejrg wrote on Mon, 14 May 2007 15:15

Jamie

SADie

Wha'chue talk'n about?

lol its was a joke...

---

---

Subject: Re: weapon replacements for renegade

Posted by [jamiejrg](#) on Tue, 15 May 2007 19:42:26 GMT

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

---

I'm so lost.

---

---

Subject: Re: weapon replacements for renegade

Posted by [AoBfrost](#) on Wed, 16 May 2007 15:30:09 GMT

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

---

Read first page, download weapons, place in C:/Westwood/renegade/data....now you are found

---

---

Subject: Re: weapon replacements for renegade

Posted by [jamiejrg](#) on Wed, 16 May 2007 20:39:22 GMT

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

---

AoBfrost wrote on Wed, 16 May 2007 10:30Read first page, download weapons, place in C:/Westwood/renegade/data....now you are found

I was talking about Scrin's and my conversation.

---

---

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Thu, 17 May 2007 18:28:54 GMT

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

---

ill make the 1st person weapons for my mod with out hands i wana get it done quick so i can get to work on my online game ^^

---

---

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Thu, 17 May 2007 20:25:23 GMT

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

---

Urimas wrote on Thu, 17 May 2007 13:28ill make the 1st person weapons for my mod with out hands i wana get it done quick so i can get to work on my online game ^^  
mate did you saw or have model or somethink of reborn rifle gun?

---

---

Subject: Re: weapon replacements for renegade

Posted by [Urimas](#) on Thu, 17 May 2007 20:45:31 GMT

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

---

no why?

---

---

Subject: Re: weapon replacements for renegade

Posted by [Scrin](#) on Fri, 18 May 2007 05:00:38 GMT

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

---

Urimas wrote on Thu, 17 May 2007 15:45no why?

just cos its looks awesome... look to reborn exdeath's last block with pics.....

lol i also make wallpaper with one of this

ss-----><http://planetcnc.gamespy.com/View.php?view=POTD.Detail&id=60940&id=1977>

g..? mates

---

Subject: Re: weapon replacements for renegade  
Posted by [Dreganius](#) on Fri, 08 Jun 2007 08:27:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sorry for the bump, but HOLY SH!T THIS HAS TO BE DONE!!!

<http://www.turbosquid.com/FullPreview/Index.cfm/ID/309773>

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Sn1per74\\*](#) on Fri, 08 Jun 2007 14:14:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That kinda looks like a gun from Battlefield 2142.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [AsHiZzLe](#) on Fri, 08 Jun 2007 14:34:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nah, its the gun from the game AVP2 right?

---

---

Subject: Re: weapon replacements for renegade  
Posted by [GrayWolf](#) on Fri, 08 Jun 2007 19:02:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I just checked it out and its 10,000 polys... thats way to much.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [OWA](#) on Sat, 09 Jun 2007 01:16:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

GrayWolf wrote on Fri, 08 June 2007 20:02I just checked it out and its 10,000 polys... thats way to much.

Haha. It's not the polys that lag the game. Its the texture quality and amount of textures

---

---

Subject: Re: weapon replacements for renegade  
Posted by [jamiejrg](#) on Sat, 09 Jun 2007 03:29:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

One Winged Angel wrote on Fri, 08 June 2007 20:16GrayWolf wrote on Fri, 08 June 2007 20:02I just checked it out and its 10,000 polys... thats way to much.

Haha. It's not the polys that lag the game. Its the texture quality and amount of textures

Agreed. Through trial and error i have noticed the same trend.

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [AoBfrost](#) on Sat, 09 Jun 2007 03:50:43 GMT

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

---

That would make a awesome autorifle replacement, i was thinking of requesting it to be made, but this thread's hype happened a while ago..not much activity since...weeks ago.

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [GrayWolf](#) on Sat, 09 Jun 2007 05:47:16 GMT

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

---

jamiejrg wrote on Fri, 08 June 2007 22:29One Winged Angel wrote on Fri, 08 June 2007

20:16GrayWolf wrote on Fri, 08 June 2007 20:02I just checked it out and its 10,000 polys... thats way to much.

Haha. It's not the polys that lag the game. Its the texture quality and amount of textures

Agreed. Through trial and error i have noticed the same trend.

I disagree. Textures do have a large impact but if you have a shit load of polys it will slow it down alot.

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [Dreganius](#) on Sun, 10 Jun 2007 00:45:44 GMT

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

---

AsHiZzLe wrote on Sat, 09 June 2007 00:34nah, its the gun from the game AVP2 right?

nah its the gun from Alien 2. but u were close.

i really want it bad! hey, maybe i'll just pm him, and if he says yes, i'll see how good it is. if not, then i can't do it myself as i have Gmax (RenX), not 3DS/3DS max so yeah...

---

---

---

**Subject: Re: weapon replacements for renegade**

Posted by [AoBfrost](#) on Sun, 10 Jun 2007 04:39:09 GMT

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

---

you know how to use custom models and make it work in game? 3 days now playing with a model for a ramjet replacement, and still no luck for me.

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [Slave](#) **on** Sun, 10 Jun 2007 10:12:44 GMT

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

---

You've been using the sniperrifle.gmax example that came with the mod tools? It might be a convenient template.

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [AoBfrost](#) **on** Sun, 10 Jun 2007 16:09:59 GMT

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

---

Where do i find the template? I've looked in all the directories for gmax and renX, but still no luck in finding any .gmax files, sorry to be a bother.

EDIT: nevermind, I found it easily by looking in the tutorial area of renegade tools, stupid me.

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [AoBfrost](#) **on** Sun, 10 Jun 2007 16:56:43 GMT

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

---

just 30min later and it wont lemme edit my post, sorry for double posting, but i noticed like Canadacdn told me before to add muzzle, eject and those settings, but i'm not sure how to manually add those, i tried looking in the gmax sniper like you told me to Slave, but I'm still clueless on what to do.

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [Slave](#) **on** Sun, 10 Jun 2007 17:22:43 GMT

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

---

Sorry, I have no clue what to do either. I'm still very rookie at modeling. The only thing i've been doing is puzzling with existing reference files. No things of my own.

---

---

**Subject:** Re: weapon replacements for renegade  
**Posted by** [AoBfrost](#) **on** Sun, 10 Jun 2007 17:30:09 GMT

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

---

Meh....i tried playing with the model of the alien gun posted earlier, i've always wanted that was a

auto rifle replacment, but now thinking, it would be awsome as rav's laser rifle, or just keep it as a automatic machine gun....still nothing i can do...

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [Sir Phoenixx](#) on Sun, 10 Jun 2007 18:23:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Dreganius wrote on Sat, 09 June 2007 20:45AsHiZzLe wrote on Sat, 09 June 2007 00:34nah, its the gun from the game AVP2 right?

nah its the gun from Alien 2. but u were close.

He was so close, he was right. It's originally from Aliens, it's also the gun you start out with in AvP and AvP2.

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [jamiejrg](#) on Sun, 10 Jun 2007 21:44:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Does that gun have a texture? If so i'll bone and rig it.

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [AoBfrost](#) on Mon, 11 Jun 2007 00:31:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

jamirg could you help me with my ramjet replacement?

---

---

**Subject: Re: weapon replacements for renegade**  
Posted by [Dreganius](#) on Tue, 12 Jun 2007 07:16:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Sir Phoenixx wrote on Mon, 11 June 2007 04:23Dreganius wrote on Sat, 09 June 2007 20:45AsHiZzLe wrote on Sat, 09 June 2007 00:34nah, its the gun from the game AVP2 right?

nah its the gun from Alien 2. but u were close.

He was so close, he was right. It's originally from Aliens, it's also the gun you start out with in AvP and AvP2.

there's an AVP2? only one i know of is the stategy one (imho its bad)

edit: Jamie, i can't find a texture for it... if anyone could find a texture for it you'd be my best friend!!! not really but i'd be rly greatful. I WANT!!!!!!!

---

---

Subject: Re: weapon replacements for renegade  
Posted by [atomar123](#) on Fri, 06 Jul 2007 15:20:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I can deliver a nice handheld Minigun Model from James Bond Nightfire, but I need someone to rig it and to tell me which files are needed...

It would need new handpositions and maybe a reload and fire animation..

Anyone interested in doing it???

---

---

Subject: Re: weapon replacements for renegade  
Posted by [jamiejrg](#) on Fri, 06 Jul 2007 15:52:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Sun, 10 June 2007 19:31jamirg could you help me with my ramjet replacement?

It's easy to make bones. All you do is make a cube, and align the pivot inside it. Make sure the pivot is aligned with the world as well. The cube can be any size. Then you just name it for what it is. For eject it's EJECT, and for the muzzle bone it's muzzlea0. For the first person model those are the only bones you need.

A helpful tip. Take a weapon similair to the one you are making. Lets say you are making an m16 or something. Extract the auto rifle form the always.dat (f\_gm\_rifl.w3d) into renx. Then import your model into the scene. Now you can size your model and get a general idea of how big it will be when you put it ingame.

After you size your model just align it's grip (here the character's right hand will be) with the auto rifle in this case. This should be right at the 0,0,0 co-ordinates of the scene btw. Then select your model align the pivot at 0,0,0 to tell the game where to hold your weapon. Delete the autorifle mesh. Move the bones that came with the auto rifle to the apporpritate spots. Eject should be on the one of the sides and muzzle should be at the tip of your weapon. Now export as a hierachial model and select both smooth along vertex and optimize collision. DO NOT SELECT USE EXISTING SKELETON THAT IS FOR ANIMATIONS.

Hope that helped a bit, feel free to post more or pm me with questions.

I really should be making a weapon replacement tutorial shouldn't I...

Also, atomar can you pm me the link to that model/ upload it for me.

Jamie

---

---

Subject: Re: weapon replacements for renegade

Posted by [Commando Burton](#) on Sat, 07 Jul 2007 18:14:57 GMT

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

---

The GUN is SWEET really to bad its not done yet.

---

---

Subject: Re: weapon replacements for renegade

Posted by [Sir Phoenixx](#) on Sun, 08 Jul 2007 00:11:22 GMT

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

---

Dreganius wrote on Tue, 12 June 2007 03:16Sir Phoenixx wrote on Mon, 11 June 2007 04:23Dreganius wrote on Sat, 09 June 2007 20:45AsHiZzLe wrote on Sat, 09 June 2007 00:34nah, its the gun from the game AVP2 right?

nah its the gun from Alien 2. but u were close.

He was so close, he was right. It's originally from Aliens, it's also the gun you start out with in AvP and AvP2.

there's an AVP2? only one i know of is the stategy one (imho its bad)

AvP: <http://www.planetavp.com/avp/screenshots/>

AvP2: <http://www.planetavp.com/avp2/screenshots/index2.shtml>

Both are very good games. The strategy game is called AvP: Extinction.

---

---

Subject: Re: weapon replacements for renegade

Posted by [bocoboco](#) on Fri, 20 Jul 2007 23:22:30 GMT

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

---

FINALLY AFTER MANY MONTHS IM BACK AND BETTER THAN BEFORE!!!!!!

i finally started playing renegade again and im so used to counter strike source guns (o love ur famas urimas). Is there any chance you can give ur famas f1 the good black handsand post it please?

bocoboco-SFE- Renegade's finest soldiers

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Slave](#) on Sat, 21 Jul 2007 00:17:10 GMT

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

---

You're the embodiment of awesome and cool.

---

---

Subject: Re: weapon replacements for renegade  
Posted by [Commando Burton](#) on Fri, 30 Nov 2007 23:37:54 GMT

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

---

Does anybody have a skin for the GDI Orcra I mean A different shape for it.

---