
Subject: Modern Warfare Mod
Posted by [Urimas](#) on Fri, 11 May 2007 18:56:58 GMT
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untill APB and AR are ready with there guns im gona make a .pkg with modern weapons and realistic damage with most of the weapon i've already shown you + more and help would be nice ^^.

Subject: Re: Modern Warfare Mod
Posted by [Scrin](#) on Fri, 11 May 2007 19:45:29 GMT
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Urimas wrote on Fri, 11 May 2007 13:56untill APB and AR are ready with there guns im gona make a .pkg with modern weapons and realistic damage with most of the weapon i've already shown you + more and help would be nice ^^.
great idea and double great get it from you!

Subject: Re: Modern Warfare Mod
Posted by [Viking](#) on Fri, 11 May 2007 20:29:59 GMT
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I got a m16 and a cool handgun that have textures just need a hand position done!

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Fri, 11 May 2007 20:43:19 GMT
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ok the famas f1 is done and heres a vid

and sorry i have an m16 + m16 with an m203

Stats

Rate of Fire = 1st 15 per second /2nd 5 per second

Accuracy = 1st 1.000 /2nd 0.300

damage = 4 body shots or 1 head shot

ammo = 25 + 5 spare clips

File Attachments

1) [Famas F1.wmv](#), downloaded 68 times

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Fri, 11 May 2007 22:31:24 GMT

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ok M16 and M16+M203 are done both weapons are the same in stats they just look different

Stats

Rate of Fire = 1st 12.5 per second /2nd 5 per second

Accuracy = 1st 0.500 /2nd 0.200

damage = 4 body shots or 1 head shot

ammo = 30 + 5 spare clips

now the vid ^^

File Attachments

1) [m16&m16+m203.wmv](#), downloaded 100 times

Subject: Re: Modern Warfare Mod

Posted by [EvilWhiteDragon](#) on Fri, 11 May 2007 22:47:07 GMT

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I'm not sure, perhaps make 2nd fire a grenade with the M203?

Subject: Re: Modern Warfare Mod

Posted by [Urimas](#) on Fri, 11 May 2007 23:42:36 GMT

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well cant cuz i just finished the granade part ^^

Stats

Ammo = 1 + 4 spare

range = 300

damage = direct hit to infantry = kill 4 metre kill radius then another 4 metre damage radius

4 hits to kill apc 5-6 for a tank 2-3 for light vechs

the vid

File Attachments

1) [m203.wmv](#), downloaded 67 times

Subject: Re: Modern Warfare Mod

Posted by [Canadacdn](#) on Sat, 12 May 2007 02:34:47 GMT

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If you want to use any Roleplay 2 weapons, you can. Just give credit in a readme or something.

Subject: Re: Modern Warfare Mod
Posted by [Scrin](#) on Sat, 12 May 2007 06:56:40 GMT
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Urimas.wmv

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Sat, 12 May 2007 11:35:14 GMT
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Canadacd sure that would be nice you can have total credit for them i just want to make a realistic mod with the renegade engine.

and scrin whats up with the Urimas.wmv?

Subject: Re: Modern Warfare Mod
Posted by [jamiejrg](#) on Sat, 12 May 2007 15:30:35 GMT
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This is a great little project. Urimus are you sure they are ok with you releasing this stuff? Some of this stuff is going to be in APB or did i read wrong?

Jamie

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Sat, 12 May 2007 19:05:14 GMT
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im not using any of the APB or AR models these i found on turbosquid

Subject: Re: Modern Warfare Mod
Posted by [Scrin](#) on Sat, 12 May 2007 19:50:20 GMT
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Urimas wrote on Sat, 12 May 2007 06:35Canadacd sure that would be nice you can have total credit for them i just want to make a realistic mod with the renegade engine.

and scrin whats up with the Urimas.wmv?
its just joke matenp

Subject: Re: Modern Warfare Mod
Posted by [jamiejrg](#) on Sat, 12 May 2007 19:59:14 GMT
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Urimas wrote on Sat, 12 May 2007 14:05im not using any of the APB or AR models these i found on turbosquid

Sorry, i must have misread.

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Sat, 12 May 2007 22:23:04 GMT
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to scrin: lol

Subject: Re: Modern Warfare Mod
Posted by [Slave](#) on Sat, 12 May 2007 23:46:29 GMT
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/me no get the joke.

Subject: Re: Modern Warfare Mod
Posted by [jamiejrg](#) on Sun, 13 May 2007 00:03:00 GMT
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Ya, i'm in the dark here as well...

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Sun, 13 May 2007 15:51:23 GMT
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lol you added my katana to your roleplay2 map im happy

Subject: Re: Modern Warfare Mod
Posted by [jamiejrg](#) on Sun, 13 May 2007 15:58:21 GMT
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that was yours, cool

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Sun, 13 May 2007 18:22:08 GMT
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lol dont you reconise the arms in the katana?

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Fri, 18 May 2007 00:06:13 GMT
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ok guns that are finished are

M16
M16+M203
M4A1
Beretta 92SF
Styer Aug A1
Famas F1
FN P90

still to do
Mp5
Mp5K
HK UMP
PSG
Jackhammer
FN SCAR heavy assault rifle
AK-74U
AK-47
Gustav rocket launcher
RPG
Spas-12
pump action shotgun
Berretm28
g3

and probaly more if i can find em ^^ this should be a fun mod

Subject: Re: Modern Warfare Mod
Posted by [Zion](#) on Fri, 18 May 2007 07:12:48 GMT
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Where's your AUG and Desert Eagle?!

Get some refrence images and i could model some for you.

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Fri, 18 May 2007 08:24:36 GMT
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lol i forgot to add a few more to the list

still to add
m249 saw
Desert Eagle
g36k
g36k Extended

and the aug is already in.

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Fri, 18 May 2007 13:28:34 GMT
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ok finished the
Combat knife
Mp5
Mp5k
Gustav m3

Subject: Re: Modern Warfare Mod
Posted by [jamiejrg](#) on Fri, 18 May 2007 13:32:03 GMT
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Are all of these going to have reload anims? IF not i can totaly do some of these hand anims for you.

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Fri, 18 May 2007 13:59:18 GMT
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they'll have reload animations but just with out hands

Subject: Re: Modern Warfare Mod
Posted by [Zion](#) on Fri, 18 May 2007 14:54:23 GMT
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Urimas wrote on Fri, 18 May 2007 14:59they'll have reload animations but just with out hands

Tell me, what's the point in doing half a job? I'm sure if you dome something like that to one of the mods you work for they'd kick you out. Treat this as one of those mods and you'll get more supporters.

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Fri, 18 May 2007 14:58:32 GMT
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well i want to get this dane fast and it would take to long with hands cuz i wana get a start on my MORPG.

oh mac 10 is now done

Subject: Re: Modern Warfare Mod
Posted by [sharra](#) on Fri, 18 May 2007 15:37:31 GMT
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give the sniper silinced rifils

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Fri, 18 May 2007 19:58:58 GMT
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ok last weapon for the day completed the pump action shotgun.

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Sun, 20 May 2007 17:36:33 GMT
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ok the G3A3 is ready now doing the Berrett M82 sniper rifle

Subject: Re: Modern Warfare Mod
Posted by [Urimas](#) on Tue, 22 May 2007 15:49:43 GMT
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the m82 sniper, hand Grenade, Challenger tank and tiger tank are done.

Subject: Re: Modern Warfare Mod
Posted by [Viking](#) on Tue, 22 May 2007 16:14:17 GMT
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m82

OMG OMG DO A RPK WITH THE BARREL CLIP N SHITS!!
