
Subject: [model/replacement]Minigun replacement.
Posted by [PaRaDoX](#) on Sun, 12 Aug 2007 13:32:00 GMT
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<http://www.renegadehelp.kinstry.co.uk/Chng.zip>

No texture, I know. Some poses you can see through the arm, I know. But have fun.

Subject: Re: Minigun replacement.
Posted by [Sn1per74*](#) on Sun, 12 Aug 2007 13:39:28 GMT
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Screenshot please?

Subject: Re: Minigun replacement.
Posted by [PaRaDoX](#) on Sun, 12 Aug 2007 14:21:00 GMT
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Subject: Re: Minigun replacement.
Posted by [SWNight](#) on Sun, 12 Aug 2007 14:42:08 GMT
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Nice work!

Subject: Re: Minigun replacement.
Posted by [Ryu](#) on Sun, 12 Aug 2007 15:38:23 GMT
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Nais!

Subject: Re: Minigun replacement.
Posted by [Sn1per74*](#) on Sun, 12 Aug 2007 15:53:39 GMT
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SWEET! Somebody should skin it!

Subject: Re: Minigun replacement.
Posted by [IronWarrior](#) on Sun, 12 Aug 2007 19:23:35 GMT
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That look's nice, skin it please and run it by the renguard people so we can use it.

Subject: Re: Minigun replacement.
Posted by [PaRaDoX](#) on Mon, 13 Aug 2007 04:40:01 GMT
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Almost done with the UVW map, found someone who said he would texture it.

Subject: Re: Minigun replacement.
Posted by [R315r4z0r](#) on Mon, 13 Aug 2007 04:51:22 GMT
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Are you using the same model for 1st and 3rd person? The model itself looks awesome, but I fear if too many people have the gun, in use, wouldn't it lag?

But then again, who has ever played a game where a team had more than 4 chain gunners at a time on screen.

Looks good, can't wait to see texture

Subject: Re: Minigun replacement.
Posted by [PaRaDoX](#) on Mon, 13 Aug 2007 07:11:31 GMT
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The model is very low poly, it would not lag unless you're using Intel Extreme Graphics.

Subject: Re: Minigun replacement.
Posted by [Goztow](#) on Mon, 13 Aug 2007 07:24:54 GMT
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I have a feeling the gun is actually bigger than the normal chaingun?

Subject: Re: Minigun replacement.
Posted by [PaRaDoX](#) on Mon, 13 Aug 2007 08:05:48 GMT
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not really.

Subject: Re: Minigun replacement.
Posted by [jamiejrg](#) on Mon, 13 Aug 2007 16:04:43 GMT
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Goztow wrote on Mon, 13 August 2007 02:24I have a feeling the gun is actually bigger than the normal chaingun?

sigh don't get started with this again lol

Nice model, skinning it would be a nightmare tho.

Jamie

Subject: Re: Minigun replacement.
Posted by [PaRaDoX](#) on Tue, 14 Aug 2007 06:18:57 GMT
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Serusly.

Subject: Re: Minigun replacement.
Posted by [Goztow](#) on Tue, 14 Aug 2007 08:37:19 GMT
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jamiejrg wrote on Mon, 13 August 2007 18:04Goztow wrote on Mon, 13 August 2007 02:24I have a feeling the gun is actually bigger than the normal chaingun?

sigh don't get started with this again lol

Nice model, skinning it would be a nightmare tho.

Jamie

What's wrong with a perfectly suitable comment for people who play online?

Subject: Re: Minigun replacement.
Posted by [PaRaDoX](#) on Tue, 14 Aug 2007 20:25:35 GMT
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The bones are in the same place as the chaingun, so regardless of size it's going to shoot the same way the old one did. The only thing that might be different is the collision on the walls since it's a smudge longer

Subject: Re: Minigun replacement.

Posted by [Gen_Blacky](#) on Tue, 14 Aug 2007 20:27:10 GMT

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how about some thats willing to skin then we test it in game

so stop complaining till then

Subject: Re: Minigun replacement.

Posted by [Dreganius](#) on Thu, 16 Aug 2007 14:49:20 GMT

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i like it, texture or no texture ^^

Subject: Re: Minigun replacement.

Posted by [PaRaDoX](#) on Fri, 17 Aug 2007 04:26:51 GMT

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<http://renegadehelp.kinstry.co.uk/.2.rar>

Updated a little.

Subject: Re: Minigun replacement.

Posted by [Goztow](#) on Fri, 17 Aug 2007 07:03:22 GMT

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PaRaDoX wrote on Tue, 14 August 2007 22:25The bones are in the same place as the chaingun, so regardless of size it's going to shoot the same way the old one did. The only thing that might be different is the collision on the walls since it's a smudge longer
Thank you for the info.

Subject: Re: Minigun replacement.

Posted by [PaRaDoX](#) on Fri, 24 Aug 2007 06:40:42 GMT

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Anyone want to take a whack at the texture?

Subject: Re: Minigun replacement.

Posted by [Ryu](#) on Fri, 24 Aug 2007 07:34:38 GMT

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Me me me!

Check my profile for my MSN.

Subject: Re: Minigun replacement.
Posted by [PaRaDoX](#) on Sun, 26 Aug 2007 22:25:46 GMT
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There is a .TGA in there, you can just texture that

Subject: Re: Minigun replacement.
Posted by [jamiejrg](#) on Mon, 27 Aug 2007 03:11:12 GMT
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Your unwrap skills are pretty good. I would try and use more of the space provided on the unwrap screen tho.

Jamie

Subject: Re: Minigun replacement.
Posted by [sadukar09](#) on Mon, 27 Aug 2007 12:06:37 GMT
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Maybe you should work for one of the major mods

Subject: Re: Minigun replacement.
Posted by [PaRaDoX](#) on Mon, 27 Aug 2007 18:40:16 GMT
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I actually work for AR/Reborn and a few others already.

Subject: Re: Minigun replacement.
Posted by [sadukar09](#) on Mon, 27 Aug 2007 19:34:27 GMT
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Oh yea :v
!warn sad NO PIE FOR YOU!
