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Subject: [Release] Beta Chemsprayer  
Posted by [Reaver11](#) on Sun, 13 Sep 2009 20:05:23 GMT  
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This is my version of the beta chemsprayer. Although I have to admit the texturejob doesnt match the beta chemsprayer perfectly.  
It includes a reload and powerup animation.

Feel free to comment. Also if you want to host it on your skins site please contact me first. (Since soon there will be an updated beta model pack so its useless to host this separate)

Also the gmax's will be supplied lateron in the Renegade beta pack.

For now enjoy! (The next thing to work on is the beta cinematic pistol)

EDIT: This zip does contain the powerupmodel!

#### File Attachments

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1) [Chemsprayer.zip](#), downloaded 286 times

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Subject: Re: [Release] Beta Chemsprayer  
Posted by [Kimb](#) on Sun, 13 Sep 2009 20:09:39 GMT  
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and now to the pistol

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Subject: Re: [Release] Beta Chemsprayer  
Posted by [Reaver11](#) on Sun, 13 Sep 2009 20:24:20 GMT  
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Just noticed i forgot to zip up the powerup model so there is a new zip in the top post. Sorry for the inconvenience!

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Subject: Re: [Release] Beta Chemsprayer  
Posted by [Tupolev TU-95 Bear](#) on Sun, 13 Sep 2009 21:07:33 GMT  
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awesome and didnt u say u was gonna make the hand pos?

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Subject: Re: [Release] Beta Chemsprayer

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Posted by [slosha](#) on Sun, 13 Sep 2009 22:42:58 GMT

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That looks awesome.

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Subject: Re: [Release] Beta Chemsprayer

Posted by [Lone0001](#) on Mon, 14 Sep 2009 01:53:30 GMT

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I must say, that does look pretty good, the current chem sprayer model is smugly(imo).

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Subject: Re: [Release] Beta Chemsprayer

Posted by [-Spy-](#) on Mon, 14 Sep 2009 02:20:43 GMT

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Can you make it blue?

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Subject: Re: [Release] Beta Chemsprayer

Posted by [Dreganius](#) on Mon, 14 Sep 2009 06:08:53 GMT

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Reaver, if you want, I can fix that texture for you

I love it! Finally a ChemSprayer skin worth using!!

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Subject: Re: [Release] Beta Chemsprayer

Posted by [Tupolev TU-95 Bear](#) on Mon, 14 Sep 2009 06:31:24 GMT

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-Spy- wrote on Mon, 14 September 2009 03:20Can you make it blue?  
why make it blue?

wtf the point of it being beta if its gonna be blue?

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Subject: Re: [Release] Beta Chemsprayer

Posted by [Xena](#) on Mon, 14 Sep 2009 06:52:23 GMT

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goliath35 wrote on Mon, 14 September 2009 07:31-Spy- wrote on Mon, 14 September 2009  
03:20Can you make it blue?  
why make it blue?

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wtf the point of it being beta if its gonna be blue?  
my guess is that he uses blue tiberium skin

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Subject: Re: [Release] Beta Chemsprayer  
Posted by [Tupolev TU-95 Bear](#) on Mon, 14 Sep 2009 06:59:30 GMT  
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Xena wrote on Mon, 14 September 2009 07:52goliath35 wrote on Mon, 14 September 2009 07:31-Spy- wrote on Mon, 14 September 2009 03:20Can you make it blue?  
why make it blue?

wtf the point of it being beta if its gonna be blue?  
my guess is that he uses blue tiberium skin  
oh...

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Subject: Re: [Release] Beta Chemsprayer  
Posted by [Reaver11](#) on Mon, 14 Sep 2009 15:08:45 GMT  
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I will speak you on msn about the Dreg!

Also I was thinking about redoing the handpositions but that would mean gdi and nod will get the same handmodel. Which I personnaly really dislike. I havent found an to redo a complete reloading animation and still have the gdi and nod hands. So if anyone knows that please say the solution

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