
Subject: [model] New pistol
Posted by [crisis992](#) on Mon, 07 Dec 2009 17:35:22 GMT
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Hey,

its my first weapon model. And yea i know its very bad textured xD

Toggle Spoiler

Note: No muzzleflash

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Subject: Re: [model] New pistol
Posted by [IAmFenix](#) on Mon, 07 Dec 2009 17:54:19 GMT
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Fix muzzle flash and you have something that can be made into an epic pistol.

Edit:Also, move the gun to fit the animations.

Subject: Re: [model] New pistol
Posted by [Sean](#) on Mon, 07 Dec 2009 19:11:19 GMT
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Desert Raven > all.

Subject: Re: [model] New pistol
Posted by [F1r3st0rm](#) on Mon, 07 Dec 2009 19:13:33 GMT
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your hud failed

Subject: Re: [model] New pistol
Posted by [HaTe](#) on Mon, 07 Dec 2009 19:57:54 GMT
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IAmFenix wrote on Mon, 07 December 2009 11:54Fix muzzle flash and you have something that can be made into an epic pistol.

Edit:Also, move the gun to fit the animations.
Agreed, fix hand position, and then fix the muzzle flash, and very good.

Subject: Re: [model] New pistol
Posted by [woandre](#) on Mon, 07 Dec 2009 20:10:07 GMT
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HaTe wrote on Mon, 07 December 2009 20:57IAmFenix wrote on Mon, 07 December 2009 11:54Fix muzzle flash and you have something that can be made into an epic pistol.

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Agreed, fix hand position, and then fix the muzzle flash, and very good.
As if it is that easy.....
I got a pistol model, but can't finish coz of things are too difficult for me

Subject: Re: [model] New pistol
Posted by [Gen_Blacky](#) on Mon, 07 Dec 2009 20:37:15 GMT
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woandre wrote on Mon, 07 December 2009 14:10HaTe wrote on Mon, 07 December 2009 20:57IAmFenix wrote on Mon, 07 December 2009 11:54Fix muzzle flash and you have something that can be made into an epic pistol.

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Its extremely easy when you know what to do.

Subject: Re: [model] New pistol
Posted by [Di3HardNL](#) on Mon, 07 Dec 2009 20:54:54 GMT
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the texture is not that bad, I like what you did here
GJ

Subject: Re: [model] New pistol
Posted by [Omar007](#) on Mon, 07 Dec 2009 21:47:17 GMT
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Pretty cool

Subject: Re: [model] New pistol
Posted by [slosha](#) on Tue, 08 Dec 2009 00:51:03 GMT
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I would use it if the hand positions and stuff was fixed.

Azazel wrote on Mon, 07 December 2009 13:11Desert Raven > all.
Do you mean Desert Eagle? If not, can I get a link?

Subject: Re: [model] New pistol
Posted by [anant](#) on Tue, 08 Dec 2009 01:01:58 GMT
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I dunno bout you guys, i like it. Thanks

Subject: Re: [model] New pistol
Posted by [Sean](#) on Tue, 08 Dec 2009 06:22:25 GMT
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Glock~ wrote on Mon, 07 December 2009 18:51I would use it if the hand positions and stuff was fixed.

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Model: Urimas
Texture: Dreganius

<http://www.fileden.com/files/2009/2/5/2307214/DesertRaven.rar>

Subject: Re: [model] New pistol
Posted by [ErroR](#) on Fri, 11 Dec 2009 20:18:37 GMT
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Interesting and adding a muzzleflash is easy. Make a copy of muzzlea0 scale It down a bit and center it to muzzlea0. Rename the copy to mz_<gun>01 and replace <gun> with weapon name (eg. Sniper - snip; pisol - pist)

Subject: Re: [model] New pistol

Posted by [Reaver11](#) on Sun, 13 Dec 2009 13:22:08 GMT

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Its extremely easy when you know what to do.

You have two options redo them or try to use the original position from the originalgun. Just import the pistol line up your firstpersonmodel view and done. (ofcourse delete the imported pistol afterwards)

Or redo them which is quiete some more work.

But that is douable too.

Subject: Re: [model] New pistol

Posted by [Dreganius](#) on Thu, 31 Dec 2009 00:00:23 GMT

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