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Subject: Pistol Model - How to continue?

Posted by [woandre](#) on Sun, 13 Dec 2009 16:21:53 GMT

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Ok so,

I made this pistol model (on another 3d program, but that doesn't affect this I think)

My pistol model:

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

In RenX:

Toggle Spoiler

I made the model, textured it (in RenX itself with UVW Map so you get like 8 different textures in the renegade data and it doesn't even look nice....).

I know about Unwrap UVW, I tried following the tutorial(s) that were made for it but I don't understand them 100% and don't get the result I'm supposed to get...

I know the weapon-hand-position has to be done, but I tried it and failed after trying a couple of times, I just think it's too hard (for me). Also because I'm not really good with RenX...

Apart from those things, what else needs to be done?

I believe there's something with "muzzle(s)" or something (I don't know what that is exactly? And you have to do parts in LevelEdit?

So what I'm asking is:

Is there anyone who's good with weapon models, can and likes to help me with this to make it look/work good?

Maybe contact me through PM (and maybe add on MSN) and see if you can help me with finishing this model?

Or even want to fix those things your own, altho I don't learn from that because I'd like to make more weapons if I understand all this...

Thanks in advance

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Subject: Re: Pistol Model - How to continue?

Posted by [Di3HardNL](#) on Sun, 13 Dec 2009 17:11:43 GMT

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I'll help you with the muzzle, in this screenshot you see the settings you need to put.

Simply create a box and place it at the same spot as the mesh muzzlea0 (green triangle) also you must 'Link' the muzzlebox to the muzzlea0.

You see my muzzle has the name mz\_ramj3 this is the muzzle flash from the ramjet in third person. Check out more mz\_.w3d files in w3dviewer to see which one you like the most for your weapon.

GL

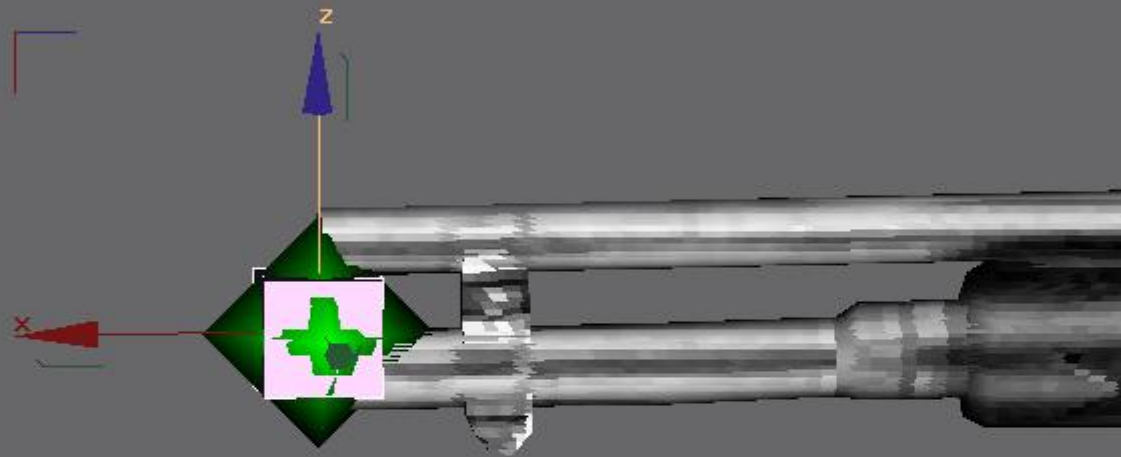
## File Attachments

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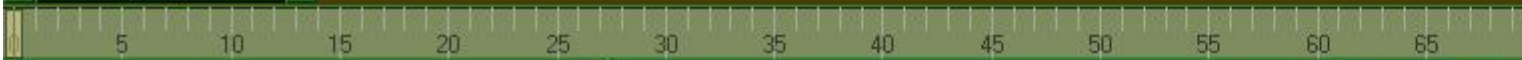
1) [muzzle.JPG](#), downloaded 125 times



Perspective



< 0 / 100 >



1 Object Selected

0.749 Y: 0

Click and drag to select and move objects

Add Time

Subject: Re: Pistol Model - How to continue?  
Posted by [ErroR](#) on Sun, 13 Dec 2009 17:51:02 GMT  
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Simply import the original pistol in renx and align the handles to make the hand positions as close as possible. Put a EJECT bone to the place where you want the shells to come. Create a box and do as di3 said or use the bone from the imported original pistol

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Subject: Re: Pistol Model - How to continue?  
Posted by [woandre](#) on Sun, 13 Dec 2009 19:32:28 GMT  
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....  
I don't know why but I didn't do it well.  
The 'MZ\_PIST1, MUZZLEA0 and EJECT must be on Hide and Aggregate without [] Bone in the W3d Tools right?

Now when I shoot in 1st pers, I see the 'shot' lights when i shoot, but it's inside my pistol (doesn't matter where I put the MZ\_PIST1, MUZZLEA0 and the EJECT...)

In 3rd person, I see just the light from the EJECT/MZ\_PIST1, but it's there 24/7...Doesn't matter where I put the triangles...

Also @ ErroR,  
there's only the 3rd pers pist model (W\_Pist.w3d) or is there also one for 1st pers (I geuss yes but what's the name)

About the 'linking',  
I know the button but..How am I sure that they are linked?Because maybe I do it wrong (tried all possible ways)

Thanks for the help already

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Subject: Re: Pistol Model - How to continue?  
Posted by [Omar007](#) on Sun, 13 Dec 2009 21:47:37 GMT  
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woandre wrote on Sun, 13 December 2009 20:32....  
I don't know why but I didn't do it well.  
The 'MZ\_PIST1, MUZZLEA0 and EJECT must be on Hide and Aggregate without [] Bone in the W3d Tools right?

Now when I shoot in 1st pers, I see the 'shot' lights when i shoot, but it's inside my pistol (doesn't matter where I put the MZ\_PIST1, MUZZLEA0 and the EJECT...)

MuzzleA0 and eject should be [v]Bone and []Geometry

The MZ\_PIST1 should be [v]Bone and [v]Geometry, Hide and Aggregate (im not 100% sure so please correct me if im wrong)

Quote:

...

In 3rd person, I see just the light from the EJECT/MZ\_PIST1, but it's there 24/7...Doesn't matter where I put the triangles...

See above answer

Quote:

...

About the 'linking',

I know the button but..How am I sure that they are linked?Because maybe I do it wrong (tried all possible ways)

Thanks for the help already

Press H and check the box 'Display Subtree'

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Subject: Re: Pistol Model - How to continue?

Posted by [woandre](#) on Mon, 14 Dec 2009 17:03:07 GMT

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Heh thanks omar for the info.

Ok so now the muzzle part is done

Now I'd like to continue on the texturing

Quote:I made the model, textured it (in RenX itself with UVW Map so you get like 8 different textures in the renegade data and it doesn't even look nice....).

I know about Unwrap UVW, I tried following the tutorial(s) that were made for it but I don't understand them 100% and don't get the result I'm supposed to get...

I got textures like

[http://www.dreamgardenalbum.com/index\\_files/images/swatches/nonleather2.png](http://www.dreamgardenalbum.com/index_files/images/swatches/nonleather2.png) , 7 different textures like that.

I want it like [http://www.cncden.com/images/c\\_mobius.jpeg](http://www.cncden.com/images/c_mobius.jpeg)

That you have just 1 TGA file which skins the whole model

I tried this tutorial:

<http://www.renegadehelp.net/index.php?act=tutorial&id=6372>

Sadly I failed to follow, also because the tutorial is quite hard to understand (for me)...

Is there an easier way to get this job done or is there a better tutorial that even I will understand?

Thanks

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Subject: Re: Pistol Model - How to continue?

Posted by [ErroR](#) on Wed, 16 Dec 2009 11:40:48 GMT

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You could only untick Export geometry and that's all.

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Subject: Re: Pistol Model - How to continue?  
Posted by [woandre](#) on Thu, 17 Dec 2009 16:39:23 GMT

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Anyone that could give me more info about the texturing? That it's like a .dds file....

woandre wrote on Mon, 14 December 2009 18:03Heh thanks omar for the info.  
Ok so now the muzzle part is done

Now I'd like to continue on the texturing

Quote:I made the model, textured it (in RenX itself with UVW Map so you get like 8 different textures in the renegade data and it doesn't even look nice....).

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Thanks

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Subject: Re: Pistol Model - How to continue?  
Posted by [Kimb](#) on Thu, 17 Dec 2009 17:47:49 GMT

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USP much, great!

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Subject: Re: Pistol Model - How to continue?  
Posted by [woandre](#) on Sun, 20 Dec 2009 21:30:31 GMT  
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Kimb wrote on Thu, 17 December 2009 18:47USP much, great!  
What is USP?

So noone can help me any further?

- Weapon-hand-position (more than just link me to the tut from .renegadehelp.net because I've tried it)
  - UVW Unwrap (more than just link me to the tut from .renegadehelp.net because I've tried it)
  - Other things I need to know about
- 

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Subject: Re: Pistol Model - How to continue?  
Posted by [IAmFenix](#) on Fri, 25 Dec 2009 23:06:10 GMT  
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woandre wrote on Sun, 13 December 2009 13:32

Also @ ErroR,

there's only the 3rd pers pist model (W\_Pist.w3d) or is there also one for 1st pers (I geuss yes but what's the name)

The model for 1st person is f\_gm\_pist.w3d

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