Subject: [Release]Beta Railgun!
Posted by Reaver11 on Fri, 12 Feb 2010 17:26:10 GMT
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This is an older version of the Railgun that never made it to the final game.
It was only posted once on one screenshot.
From that screenshot I have recreated it.
So don't expect it to be a perfect copy.
Since I had to use my imagination on some parts.

To install just unzip the contents for the zip file to your data folder.

Also the gamx files will be released with the new big beta release goodiepack. (If you cant wait to edit it just pm me)

For the people that want to see the old screenshot ->
Toggle Spoiler
Yes the engineer has a red hat and I dont have a clue why lol

So tell me what you guys think of it!
(Updated Firstpersonmodel)

File Attachments
1) Betarailgun(reaver).zip, downloaded 277 times

Subject: Re: [Release]Beta Railgun!
Posted by slosha on Fri, 12 Feb 2010 17:43:45 GMT
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Wow, a beta gun that actually looks good to me. Nice job, I'll try it out.

Subject: Re: [Release]Beta Railgun!
Posted by Tupolev TU-95 Bear on Fri, 12 Feb 2010 18:28:08 GMT
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Excellent work . I don't know why we cant make a beta group called RenE3 .

Subject: Re: [Release]Beta Railgun!
Posted by Sean on Fri, 12 Feb 2010 20:56:40 GMT

Very nice.

Subject: Re: [Release]Beta Railgun!
Posted by Omar007 on Fri, 12 Feb 2010 22:15:49 GMT

Nicely done indeed
Maybe the texture could be made a little lighter and more metal looking as in the screenie??

Subject: Re: [Release]Beta Railgun!
Posted by Raptor RSF on Fri, 12 Feb 2010 23:16:07 GMT

Wow nice dude!   I will try it.

Subject: Re: [Release]Beta Railgun!
Posted by Sir Kane on Fri, 12 Feb 2010 23:27:09 GMT

Looks kind of like that gauss or whatever gun from Half Life. Doesn't look bad, but the texture could use some work.

Subject: Re: [Release]Beta Railgun!
Posted by Tupolev TU-95 Bear on Fri, 12 Feb 2010 23:44:15 GMT

Also it looks like exactly like the beta version (for the back part) as i could see the HUD really closely.

Subject: Re: [Release]Beta Railgun!
Posted by Reaver11 on Sat, 13 Feb 2010 03:28:58 GMT

Thank you for your kind comments guys.
I will look into the texture as I can see the handle part isnt that great.

If you guys do have suggestions just say so!

Subject: Re: [Release]Beta Railgun!
Posted by YazooGang on Sat, 13 Feb 2010 04:19:54 GMT
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Railgun in Mission 2?

Subject: Re: [Release]Beta Railgun!
Posted by Gen_Blacky on Sat, 13 Feb 2010 05:22:14 GMT
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cool

Subject: Re: [Release]Beta Railgun!
Posted by Goztow on Sat, 13 Feb 2010 10:44:01 GMT
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Sir Kane wrote on Sat, 13 February 2010 00:27Looks kind of like that gauss or whatever gun from Half Life. Doesn't look bad, but the texture could use some work.
This is as good a compliment you'll ever get from SK! So your work must be really great!

Subject: Re: [Release]Beta Railgun!
Posted by Sean on Sat, 13 Feb 2010 13:33:59 GMT
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Goztow wrote on Sat, 13 February 2010 04:44Sir Kane wrote on Sat, 13 February 2010 00:27Looks kind of like that gauss or whatever gun from Half Life. Doesn't look bad, but the texture could use some work.
This is as good a compliment you'll ever get from SK! So your work must be really great!

I noticed that too.

SK being nice? End of Ze world!

Subject: Re: [Release]Beta Railgun!
Posted by Tupolev TU-95 Bear on Sat, 13 Feb 2010 15:04:56 GMT
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YazooGang wrote on Sat, 13 February 2010 04:19Railgun in Mission 2?
Yep

Subject: Re: [Release]Beta Railgun!
Posted by Canadacdn on Sat, 13 Feb 2010 19:03:54 GMT
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Looks good, but the texturing on the handles looks really stretched out.

Subject: Re: [Release]Beta Railgun!
Posted by DarkKnight on Sun, 14 Feb 2010 15:41:27 GMT
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wow thats really nice.

Subject: Re: [Release]Beta Railgun!
Posted by Reaver11 on Sun, 14 Feb 2010 18:16:20 GMT
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I have updated the handles to be less stretchy ->

This version has been attached to the first post!
(Old version removed)

Just replace all the files if you have unzipped it before.
If there are more points of improvement just tell them.

Subject: Re: [Release]Beta Railgun!
Posted by Gen_Blacky on Sun, 14 Feb 2010 18:30:40 GMT
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It needs to be unwrapped as one model so it only gets one texture. Do you have 3ds max files for
this or it you make it in renx.

Subject: Re: [Release]Beta Railgun!
Posted by GEORGE ZIMMER on Mon, 15 Feb 2010 03:48:09 GMT
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Still a little stretchy in some parts, but better.

Also, the brown texture should be a dark gray/black.

Subject: Re: [Release]Beta Railgun!
Posted by Reaver11 on Wed, 17 Feb 2010 12:36:41 GMT

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Its a Renx file, I will see what I can do texture wise.
But first I will try to get this thing in 3ds.

Easiest way I found yet is to use the tempest(Q3gmax) plugin to save the gmax file as an md3
and the change it into an 3ds via 3D explorer or does anyone have a better way?
Since this screws up meshes that arent a closedshape.

Subject: Re: [Release]Beta Railgun!
Posted by ErroR on Wed, 17 Feb 2010 14:40:46 GMT

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Tried myself to find a way. The easyest one was W3D. Just use the plugin you use for renx in 3ds
max