
Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Sir Phoenixx](#) on Sat, 29 Nov 2003 04:12:00 GMT
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The Soviets get a new weapon, the Shock Rifle. This weapon is around 550-600 polygons. When ingame you will see the electricity spark between the two rods and the electricity bolt will act just like the Tesla Coil's electricity bolt.

Modeler: Sir Phoenixx
Skinner: Sir Phoenixx (Triangle decals provided by Darkblade)

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [bigwig992](#) on Sat, 29 Nov 2003 06:55:06 GMT
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Mmm, now it will make me feel even more cruel shocking those allies to death...the perfect gun model, the perfect ammunition, the perfect weapon. Awesome job.

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [gendres](#) on Sat, 29 Nov 2003 11:23:48 GMT
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Nice!

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Adavanze](#) on Sat, 29 Nov 2003 12:20:38 GMT
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That is like one of the best skins i have seen on a weapon in a long time, it looks totally realistic, and yet the mesh is so simple. Definitly 10/10 in my opinion, mainly cauz of the awesome skin.

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Sir Phoenixx](#) on Sat, 29 Nov 2003 13:46:04 GMT
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Thank you...

Btw, here's all of the reference pictures that were used...

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Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Sk8rRIMuk](#) on Sat, 29 Nov 2003 13:49:47 GMT
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Woah that looks awesome, powerfull and errr shweet

Looks like it will pack a punch.

Watch out you allies

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Fabian](#) on Sat, 29 Nov 2003 15:28:49 GMT
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are you going to have an electric current running between the two...rods? that would look really nice

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Sir Phoenixx](#) on Sat, 29 Nov 2003 16:39:12 GMT
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Wow, what do ya know, I already answered that in the first paragraph at the top of this thread...

Quote:The Soviets get a new weapon, the Shock Rifle. This weapon is around 550-600 polygons. When ingame you will see the electricity spark between the two rods and the electricity bolt will act just like the Tesla Coil's electricity bolt.

(You seriously need to take a look at this link. Take some time to go through that site, because it would really help you alot.)

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [kopaka649](#) on Sat, 29 Nov 2003 18:11:45 GMT
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LOL
that's a kickass model btw, can't wait to see it ingame

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Sir Phoenixx](#) on Sat, 29 Nov 2003 18:24:43 GMT
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It'll be ingame very soon...

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Deactivated](#) on Sat, 29 Nov 2003 20:26:59 GMT
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Extra crispy!
Shockiiiiing!

Good job.

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [SuperFlyingEngi](#) on Sat, 29 Nov 2003 20:33:49 GMT
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This just goes to show that Renegade Alert is the best mod around.

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Adavanze](#) on Sat, 29 Nov 2003 23:02:23 GMT
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I like the progress u guys are making on the weapons, like 2 weapons a week which rox. Muah, this is gonna be totally awesome, i hope i get to shoot ACK with that. What would be really cool, but would need scripts, is that if it shot them, and u saw the electricity go through their body. or make it so when u shoot em u see their skeleton[/overdoing it]

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Sir Phoenixx](#) on Sat, 29 Nov 2003 23:28:16 GMT
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The "see their skeleton when electrocuted" is a cartoon/comedy thing... The "have electricity spark around target's body while electrocuting them" sounds like a good idea... A little smoke coming off of the target would be neat too.

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Havoc 89](#) on Sun, 30 Nov 2003 05:04:44 GMT

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Looks like a gigantic fork with a battery...

no offences tho, thats looks freakin accurate to WWs. good job

keep up the great work man.

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Ugauga01](#) on Sun, 30 Nov 2003 11:55:06 GMT

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Yeah it looks very great.

When will the next Patch release ??

Cant wait for the next Patch

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Fabian](#) on Sun, 30 Nov 2003 13:14:51 GMT

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In sp, when you used the volt auto rifle their bodies would form an X when they were getting electrocuted. Could that be used in addition to the "have electricity spark around target's body while electrocuting them" ?

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Sir Phoenixx](#) on Sun, 30 Nov 2003 13:32:17 GMT

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Ugauga01 Yeah it looks very great.

When will the next Patch release ??

Cant wait for the next Patch

Soon...

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Havoc 89](#) on Sun, 30 Nov 2003 18:46:47 GMT

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is there gonna be customized hand positioning in the next patch for the weapons?

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [OrcaPilot26](#) on Sun, 30 Nov 2003 23:36:46 GMT
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c'mon, give us some in-game screenshots of this thing.

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Sir Phoenixx](#) on Mon, 01 Dec 2003 01:07:26 GMT
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OrcaPilot26c'mon, give us some in-game screenshots of this thing.

You must be patient my son...

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Dishman](#) on Thu, 04 Dec 2003 21:29:31 GMT
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So, which weapon's next?

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [spreegem](#) on Thu, 04 Dec 2003 21:53:33 GMT
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I think the patch is going to be released as a Christmas present . . . YAY! That shock rifle looks good, I can't wait to see it / use it in game.

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Sir Phoenixx](#) on Fri, 05 Dec 2003 02:28:30 GMT
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DishmanSo, which weapon's next?

The Allied bazooka.

Subject: Renegade Alert Weapons Update: Shock Rifle
Posted by [Dishman](#) on Fri, 05 Dec 2003 03:38:53 GMT
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Wewt.
