
Subject: Goldeneye Stuff
Posted by [Oblivion165](#) on Sun, 11 Apr 2004 02:13:58 GMT
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deleted.

Subject: Goldeneye Stuff
Posted by [Cpo64](#) on Sun, 11 Apr 2004 02:19:29 GMT
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Whats wrong with it exactly?

Subject: Goldeneye Stuff
Posted by [Oblivion165](#) on Sun, 11 Apr 2004 02:20:51 GMT
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wel its supposed to be a pp7, and i dont think its looks right. Im sure there is alot of critisim out there. let me know.

Subject: Goldeneye Stuff
Posted by [Cpo64](#) on Sun, 11 Apr 2004 02:23:24 GMT
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show me what its supposed to look like...

Subject: Goldeneye Stuff
Posted by [mike9292](#) on Sun, 11 Apr 2004 02:41:39 GMT
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looks alot like the 1 in goldeneye for n64 but i havent played that in about 4 years pic with silencer added <http://n64.emuscene.com/game/goldeneye.jpg>

Subject: Goldeneye Stuff
Posted by [Oblivion165](#) on Sun, 11 Apr 2004 02:42:07 GMT
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scratch that pic, i found a side picture to work off of. ill post later

Subject: Goldeneye Stuff

Posted by [xptek_disabled](#) on Sun, 11 Apr 2004 02:44:33 GMT

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Looks like it was designed for giant monkey hands.

Subject: Goldeneye Stuff

Posted by [Spice](#) on Sun, 11 Apr 2004 02:58:24 GMT

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Are you making a modification for goldeneye for renegade? I suggest putting it in a mod pkg with soem of those other map people have made based off goldeneye.

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Sun, 11 Apr 2004 03:20:05 GMT

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if i make any kind of mod it wouldnt be to huge, i would love to see the goldeneye maps people have made, but i havent seen them. I got a screen of the pp7 whilst no one was holdin it, so i think i made it better.

my first version looks like a flare gun. But it was my first attempt at a gun....period

Subject: Goldeneye Stuff

Posted by [Sn1per XL](#) on Sun, 11 Apr 2004 03:41:01 GMT

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add the silencer to it...maybe then it will look a bit more like it.

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Sun, 11 Apr 2004 03:41:51 GMT

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well the pp7 silencer is optional

Subject: Goldeneye Stuff

Posted by [Skier222](#) on Sun, 11 Apr 2004 03:56:56 GMT

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this is just a tip. model the gun from pictures of the real gun. dont use game pictures, they arnt always the best looking

Subject: Goldeneye Stuff

Posted by [Sn1per XL](#) on Sun, 11 Apr 2004 03:57:25 GMT

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Yeah but it always makes it look complete.

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Sun, 11 Apr 2004 04:19:41 GMT

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i dont know if it is a real gun or not, but want it to look like goldeneye.

plus this is my first modeling of a gun, and i dont think my skill level is high enough to work on anything higher.

this is where im going to leave it for tonight. Im tired.

Subject: Goldeneye Stuff

Posted by [Cpo64](#) on Sun, 11 Apr 2004 07:23:36 GMT

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looks like someone dropped it and bent the silencer...

I don't remember golden eye being that crappy lol

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Sun, 11 Apr 2004 12:52:10 GMT

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its straight, its a perfect tube.

Yeah i posted things about the crappyness of goldeneye before.

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Sun, 11 Apr 2004 14:53:17 GMT

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Does anyone know where more goldeneye maps are?

all i have is temple

and work on complex will take awhile

Subject: Goldeneye Stuff

Posted by [Cebt](#) on Sun, 11 Apr 2004 16:07:53 GMT

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your redoing goldeneye from the n64? heh cool your work looks pretty ok so far

Subject: Goldeneye Stuff

Posted by [Cpo64](#) on Sun, 11 Apr 2004 17:41:50 GMT

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I didn't say it was bent, I said it looks bent, how do you know I don't have my screen horably warped?

Subject: Goldeneye Stuff

Posted by [Spice](#) on Sun, 11 Apr 2004 18:26:27 GMT

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Just Rip the textures from that actual goldeneye game. Plus model the guns after the real guns. Goldeneye was one of the best games back when graphics sucked. We dont want a mod based of one of the best fps games ever with the same graphics it hade.

On that complex map its looks good.

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Sun, 11 Apr 2004 18:44:57 GMT

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i do have some of the tiles they used in gold, like that wall texture above. Boning a wep is hard. so instead i made the DD4. And i typed in pp7 in yahoo, i think it might be a real gun, but i dont think its called pp7, its got to be something else.

if anyone feels the need to bone a gun, feel free.

this will be redone

if you see two of the same picture, its not my fault, its my server, its screwy right now. I did check they are two different ones.

Subject: Goldeneye Stuff
Posted by [Spice](#) on Mon, 12 Apr 2004 00:21:21 GMT
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PP7= <http://hkp7.com/>
DD4= <http://www.zvis.com/dep/depimgs.shtml>

Go to a site and look for something that resembles it and model that. Find a game that has that peticular gun in it and rip the textures from it LOL.

Subject: Goldeneye Stuff
Posted by [Oblivion165](#) on Mon, 12 Apr 2004 01:50:02 GMT
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i dont know, unless someone find the real one directly, im probably just going to copy goldeneye.

But anyway, someone bone these damn things.

<http://www.dr-oblivion.com/pp7.exe>
<http://www.dr-oblivion.com/DD4.exe>

Reload and fire will be easy

all the gun does is drop out of view.

Subject: Goldeneye Stuff
Posted by [TheKGBspy](#) on Mon, 12 Apr 2004 03:33:12 GMT
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haha nice. i loved so much goldeneye. i played it alot. cant wait to see the moonlaser hehe!

oh btw i have the Nintendo Goldeneye strategi book. it show all the singleplayer and multiplayer maps from top view and show the exact emplacement of all powerups (hehe very usefull in goldeneye trounament).

if you wanna do some maps from these
"blue prints" pm me.

Subject: Goldeneye Stuff
Posted by [Spice](#) on Mon, 12 Apr 2004 05:15:52 GMT
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P7M10 I belive is the exact one from the movie goldeneye which the game was based off of. ldk about the "dd4" but i know that russian d00d had it

Subject: Goldeneye Stuff
Posted by [Oblivion165](#) on Mon, 12 Apr 2004 06:56:46 GMT
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here's your moon lazer, it needs a real skin though.

i just whipped a texture on there.

Subject: Goldeneye Stuff
Posted by [pulverizer](#) on Mon, 12 Apr 2004 16:56:29 GMT
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golden eye was a great game, I played it so damn much. It's a good idea to bring it into renegade, but maybe you can make a golden eye mod for renegade which has better graphics that the original golden eye. some sort of golden eye improvement mod... or something like that.

Subject: Goldeneye Stuff
Posted by [Oblivion165](#) on Thu, 15 Apr 2004 04:03:34 GMT
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Complex is basically done.

Has a texture problem in one area, and the lighting is a bit dark, so when thats done.....it will be

done. Someone still needs to teach me about weapon boning.

i have the PP7, PP7_S, DD44, Military Lazer, RCP-90 and no boning.

they call it complex for a reason, this thing is a bitch, but it surprised me alot. I need to make another version which has all the added rooms and such. They form naturally, just no doors.

Subject: Goldeneye Stuff
Posted by [Majiin Vegeta](#) on Thu, 15 Apr 2004 11:56:25 GMT
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oo goldeneye i loved that game

ooo i wanna help but i cant model shit

Subject: Goldeneye Stuff
Posted by [Spice](#) on Thu, 15 Apr 2004 17:00:51 GMT
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Very nice. Did you make that vent you can walk through nad lead up to a sniper spot?

Subject: Goldeneye Stuff
Posted by [Phoenix - Aeon](#) on Thu, 15 Apr 2004 19:56:40 GMT
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I can't remember what most of the guns in goldeneye are but I can tell you that the PP7 is the Walter PPK (possibly the Walter PP9i that was used in later Bond films/games but prob PPK), AR53 is the M16 and the RCP90 is the Fabrique National P90. Hope this helps for your models. If some-one can direct me to a list of the guns in Goldeneye with images I could probably tell you what most of the real life counter-parts are.

Subject: Goldeneye Stuff
Posted by [Oblivion165](#) on Thu, 15 Apr 2004 20:05:23 GMT
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thats cool. MY main point s to protect the goldeneye standard though. And what vent to the sniper spot? you mean that one from perfect dark, where you can climb the vent to get ontop of the building?

Subject: Goldeneye Stuff

Posted by [amid_tha_rubble](#) on Thu, 15 Apr 2004 20:35:40 GMT

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the actual gun is not called a pp7. Bond, "in reality" uses a walther ppk, just like actual agents in m16 are supposed to use. It was named pp7 over patent issues. Same goes for the 'klobb', which was named after - you guessed it - kevin lobb.

Google some pictures of it.

<http://www.waltheramerica.com/images/ppk.jpg>

<http://www.waltheramerica.com/images/ppk.jpg>

<http://texturedump.sabren.com/ppk.htm>

This last one might be of more interest to you - it's a website containing 3d modelings of the ppk.

Subject: Goldeneye Stuff

Posted by [LucefieD](#) on Sat, 17 Apr 2004 16:21:32 GMT

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I always wanted to start a "Best of Bond" mod, with my favorite weapons, gadgets, and vehicles from all the bond games/movies... but I don't know what game engine would work the best

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Sun, 18 Apr 2004 06:24:32 GMT

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yeah i worked with the quake 3 engine forever, i think i would be better suited do do it on it, but the renegade engine is so much better.

Anyway i got my guy to hold the PP7, and it shoots right, but no animation on the shooting, or reload. How do i make the animation for this?

and yes i did look at the tutorial on renhelp, but my animation doesnt have a clip, the gun just drops down and comes back up reloaded.

and it doesnt say anything about firing animations.

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Thu, 22 Apr 2004 03:14:23 GMT

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So where are these located?

ah pretty. Complex is awesome.

Subject: Goldeneye Stuff

Posted by [Spice](#) on Thu, 22 Apr 2004 05:32:30 GMT

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oh when you die will your character drop his current weapons like goldeneye? Oh thats good times killing friends and watching like 8 guns fly out of them rofl.

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Thu, 22 Apr 2004 05:48:31 GMT

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like i know how to do that, all i can do is copy existing stuff. i need a team to help me. i can model and i get emails from people who can do leveedit stuff.....i can do that i need RenX help.

and yes i know the ammo boxes are way to big, but believe it or not it was my first thing i modeled for Goldeneye, it'll be better in a day or two.

i can get the guns to do everything but show the shoot and reload animation....so that means i can make them show up.

I post questions and they never get answered.

i have 150 MB of pod racer stuff that will never go anywhere, i neede a script....ahhh modern warfare even gets a mod team, and you've seen their stuff.

I want the guns to work well. Plus i have to make people models, which i cant do.

Subject: Goldeneye Stuff

Posted by [Dante](#) on Thu, 22 Apr 2004 05:52:08 GMT

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those guns look like shit and that they SHOULD be in a 10 year old game... how about modeling them next time ?

Subject: Goldeneye Stuff

Posted by [Spice](#) on Thu, 22 Apr 2004 05:57:01 GMT

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I can help you with gmax. I can do alot of stuff in gmax. I took my first at modeling a building a few days ago. I can recreate the maps if you want me to. I can also make better gun models for you. Ill make a version of what the pp7 is suppose to look like. 1 thing I dont think this should be a total modification for renegade I think it should just be a small pkg mod.

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Thu, 22 Apr 2004 05:57:48 GMT

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they look like they are supposed to, it wasnt the best seeling game ever for no reason. The graphics werent great, and yes they could of made them better, they made perfect dark on the same engine and system, and their models were much better, i preserve the reasons the game was good, not to change it and make it something completely new. Without the original goldeneye style, it isnt goldeneye anymore.

Subject: Goldeneye Stuff

Posted by [Dante](#) on Thu, 22 Apr 2004 05:58:25 GMT

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he needs to read the tutorials, not get help yet.

he has a lot of learning on the actual modeling side before he can get into the adv stuff such as making it look like the picture...

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Thu, 22 Apr 2004 06:00:22 GMT

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well if you READ any of these post you would know these guns dont apply to the common gun, your tutorials dont help any.

Subject: Goldeneye Stuff

Posted by [Dante](#) on Thu, 22 Apr 2004 06:01:14 GMT

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im not talking about MY tutorials you peewee herman watching retard, im talking about the gmax ones and simple modeling ones...

Subject: Goldeneye Stuff

Posted by [Spice](#) on Thu, 22 Apr 2004 06:02:59 GMT

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Ive read ALOT of tutorials and know how to model quite good in gmax. Leveledit is my problem. I dont know of any tutorials on how to use leveledit. So I thought my self to the ebst of my ability. Which my ability level is like 2 out of 10. rofl

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Thu, 22 Apr 2004 06:03:22 GMT

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im talking about those, why dont you go watch fast and the furious and fondle yourself, then drive your civic and pretend your a bad ass.

Subject: Goldeneye Stuff

Posted by [Dante](#) on Thu, 22 Apr 2004 06:04:05 GMT

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my "civic", and fast and the furious...

mk...

interesting idea though, i like cheese

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Thu, 22 Apr 2004 06:06:15 GMT

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EXdeath7Ive read ALOT of tutorials and know how to model quite good in gmax. Leveledit is my problem. I dont know of any tutorials on how to use leveledit. So I thought my self to the ebst of my ability. Which my ability level is like 2 out of 10. rofl

I was the opposite, i started in leveledit, taught myself how it works. Then i had to start in GMAX, before renegade i was a Quake 3 editor, so i had to get used to a completely new way of modeling. You will get leveledit, its not to bad at all, my second favorite editor of all.

Subject: Goldeneye Stuff

Posted by [Dante](#) on Thu, 22 Apr 2004 06:07:38 GMT

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seriously, do you get a hardon talking so stupid ?

Subject: Goldeneye Stuff

Posted by [Spice](#) on Thu, 22 Apr 2004 06:08:56 GMT

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Bleh Except for the crashing whenever it damn well pleases. I still wouldnt mind a tutorial I dont think there are any out there though.

Subject: Goldeneye Stuff

Posted by [Dante](#) on Thu, 22 Apr 2004 06:09:58 GMT

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for ?

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Thu, 22 Apr 2004 06:13:23 GMT

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i really dont like arguing with people and such, so im just going to stop it now, and let you have the upper hand, im here to learn, not see who can throw around the most insults. So if you want the upper hand you can have it.

and the peewee herman thing is more of a tribute to the chiodo brothers, they made her and several movies like:

"Killer Klowns from outer space"

"Ernest Scared Stupid"

the cat from sabrina and such.

(i dont like sabrina, it just came to mind)

Subject: Goldeneye Stuff

Posted by [Oblivion165](#) on Thu, 22 Apr 2004 06:16:39 GMT

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EXdeath7Bleh Except for the crashing whenever it damn well pleases. I still wouldnt mind a tutorial I dont think there are any out there though.

he's right about that, there is too much in level edit for one tutorial, its very simple in fact, everything is divided up for easy manipulation, really its not hard once you learn to do one thing, you will understand how it applies to everything else.

Subject: Goldeneye Stuff

Posted by [Slash0x](#) on Thu, 22 Apr 2004 14:03:06 GMT

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Dantethose guns look like shit and that they SHOULD be in a 10 year old game... how about modeling them next time ?

Yes, Goldeneye was one of the main turning points in FPS Multiplayers. At the time, it was unique and many people had/bought the game. Perfect Dark was it's own game, but some things were taken from Goldeneye because that game was "great" (if you liked DMs and pretty intelligent AI). Graphics aren't as good as they could be now, but I remember seeing on the shelf two rows of Perfect Dark up for sale because it was a good game (until N64 was considered "yesterday").

PS: W33333333!!! FUN!

Subject: Goldeneye Stuff

Posted by [U927](#) on Thu, 22 Apr 2004 19:28:56 GMT

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Why the fuck do you have a crappy MagSec4 equipped? Stick with a Falcon.

Subject: Goldeneye Stuff

Posted by [Slash0x](#) on Thu, 22 Apr 2004 22:01:06 GMT

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Umbral_DelaFlareWhy the fuck do you have a crappy MagSec4 equipped? Stick with a Falcon. I just loaded PD and that was the first weapon I found. I was in a hurry, but wanted to finish my post, so I SSeD it and attached it really quick.
