Subject: Re: weapon replacements for renegade
Posted by slavik262 on Sun, 04 Feb 2007 21:36:03 GMT
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Urimas wrote on Sun, 04 February 2007 03:19the desert eagle texture is in there with it its called DesertEagle.tga
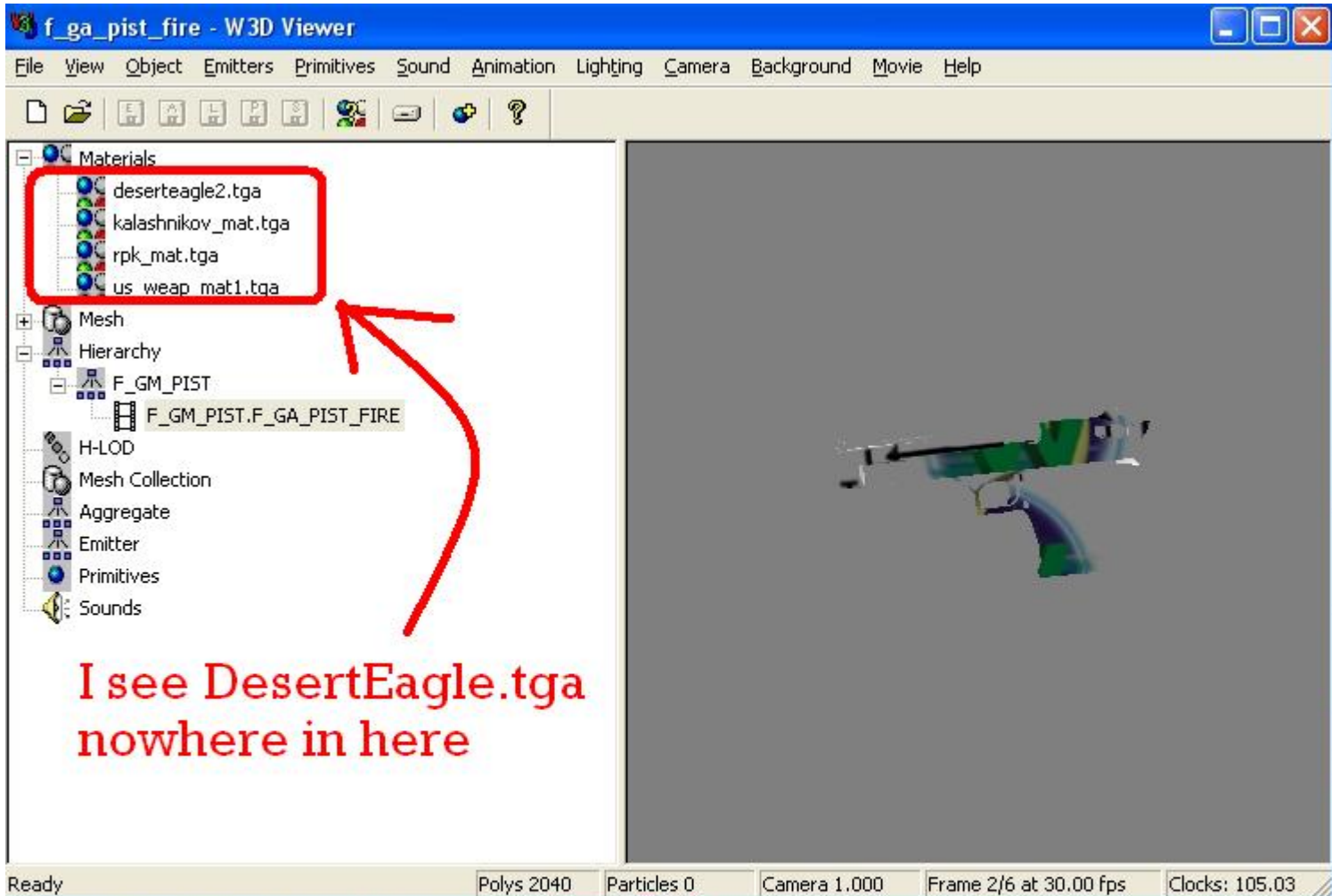
Hmm... I beg to differ

You should really include all assets of a model. And don't get me wrong, I love everything you've done up to this point, but I'd like all the textures needed to make this thing work.

And to prove I'm not the inept one here, I have a photo of everything I should need open.

File Attachments
1) 1077125.jpg, downloaded 974 times

f_ga_pist_fire - W3D Viewer

File | View | Object | Emitters | Primitives | Sound | Animation | Lighting | Camera | Background | Movie | Help

- Materials
  - deserteagle2.tga
  - kalashnikov_mat.tga
  - rpk_mat.tga
  - us_weap_mat1.tga
- Mesh
- Hierarchy
  - F_GM_PIST
    - F_GM_PIST.F_GA_PIST_FIRE
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds

I see DesertEagle.tga
nowhere in here

Ready | Polys 2040 | Particles 0 | Camera 1.000 | Frame 2/6 at 30.00 fps | Clocks: 105.03

the desert eagle texture is in there with it its called DesertEagle.tga well i dont know about the gnade launcher cuz that looks to hard

heres a vid of nuke from a chopper

Object controls

Animation controls

Attachi (Size: 390

Attachi (Size: 737.76KB, Downloaded 9 time(s))

2) 1051484.jpg, downloaded 967 times