
Subject: Renegade Weapons HD

Posted by [Spice](#) on Mon, 09 Jan 2006 23:37:34 GMT

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This was a small project I started a long time ago, I never finished. It simply replaces all the third person models with the Higher detailed first person models.

After I got somewhat started it kind of felt like a pointless thing to do. The only two worth looking at are the Sniper rifle and Pistol, which have fixed the fixed muzzle flashes.

This package includes the Gmax source files aswell as the W3D files to be palced in your data folder.(Pistol, Chain gun, Sniper rifle, shotgun, Autorifle, Rocket luancher) These dont work with renguard.

File Attachments

1) [Renegade WeaponsHD.rar](#), downloaded 196 times

Subject: Re: Renegade Weapons HD

Posted by [Spice](#) on Mon, 09 Jan 2006 23:38:43 GMT

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Example:

File Attachments

1) [Renegade HD exapmle1.jpg](#), downloaded 521 times



Subject: Re: Renegade Weapons HD
Posted by [Mad Ivan](#) on Mon, 09 Jan 2006 23:55:17 GMT
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the muzzle is slightly oversized...

Subject: Re: Renegade Weapons HD
Posted by [JeepRubi](#) on Tue, 10 Jan 2006 00:09:25 GMT

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If they worked with reanguard id love to use them.

Quality over performance!

Subject: Re: Renegade Weapons HD

Posted by [icedog90](#) on Tue, 10 Jan 2006 01:32:54 GMT

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They shouldn't affect performance anyways unless you were in a game in a pretty large battle with around 30 people or higher.

Subject: Re: Renegade Weapons HD

Posted by [light](#) on Tue, 10 Jan 2006 09:12:02 GMT

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I'll give them a whirl.
