
Subject: Barret .50-Caliber anti-material rifle

Posted by [FynexFox](#) on Tue, 05 Sep 2006 23:01:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey everyone, Im here to let you all know then I am in the process of putting a new gun into renegade. I am debating whether to have it replace the ramjet or make it its own gun. Ill prolly do the latter. It will have enter aniamtions, reload animations, hand positions, the works. Ill keep you all updated. As for the model:

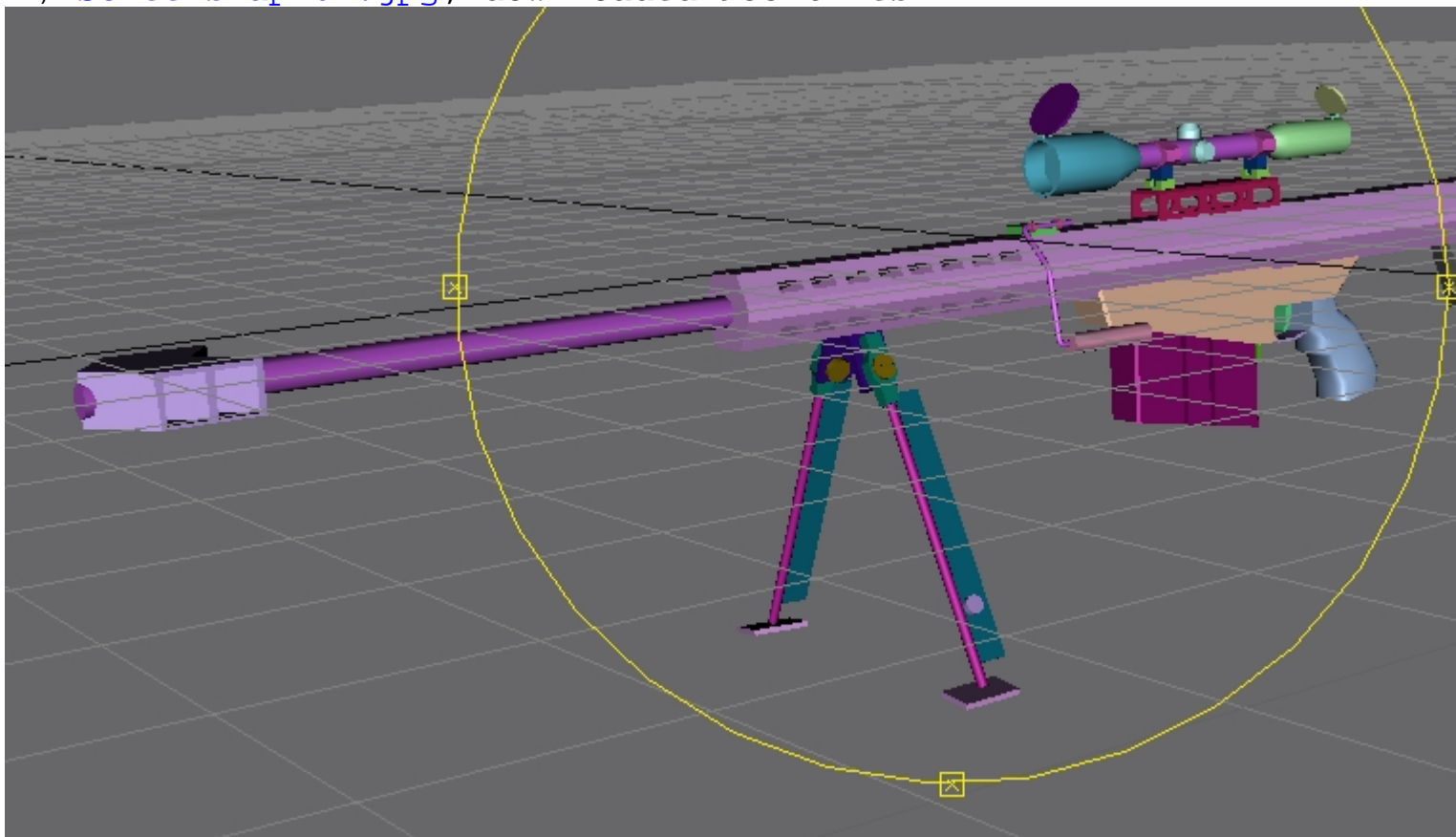
I DID NOT MAKE IT!

Just wanna make that clear, I did not make it, all I did was modify it to lessent the amount of polys.

Thats the model I plan to use. I know, I still have to unwrap it and texture it, Ill get you guys a shot of it textured when Im done. Id like any advice you guys can offer.

File Attachments

1) [Screensnap 01.jpg](#), downloaded 955 times



Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [jnz](#) on Tue, 05 Sep 2006 23:14:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

looks cool, but who did make it?

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [Zion](#) on Tue, 05 Sep 2006 23:17:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

And what is the poly count?

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [FynexFox](#) on Tue, 05 Sep 2006 23:26:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Im sorry, I don't know who the creator was, I belive I found it on turbosquid. Uh well the poly count is 4056. I know its high but ive gotten reassurance from Oblivion and Laeubi that it should be fine on most people's systems, if you all think thats too high I can try to bring it down more polys.

EDIT: Also I think I should give you an idea of the animations.

I hope to do this for the enter animation:

When its pulled out the scope caps will open up, then bipod will fold down, and the tote handle will shake back and forth a little. I am going to do up a gmax priviw for all of you.

On reload I hope I can back the bolt lock back, pull mag out, load new in, and charge the bolt. This is a learnign expericen for me and I hope to get the help from all of you.

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [Zion](#) on Wed, 06 Sep 2006 00:36:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

I wish you luck, it's a great model. Need any assistance on animating it just ask me.

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [FynexFox](#) on Wed, 06 Sep 2006 00:41:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

My biggest problem will be un wrapping it, if anyone wants to unwrap it for me - please, you'll get credit of course.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Spice](#) on Wed, 06 Sep 2006 05:11:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

or.....I could give you one of my sniper rifle models. (Which are already UVW mapped.) Like this:

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Wed, 06 Sep 2006 08:23:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not one of the best unwrappers, but i'd give it a shot.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Wed, 06 Sep 2006 13:44:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't even know how to unwrap, I tried it, but it didn't unwrap completely, is that unwrap done on 3rds max?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Wed, 06 Sep 2006 14:32:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, using the texporter too.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Wed, 06 Sep 2006 19:15:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks Exdeath, but I am really looking forward to getting the barrett in game.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [thrash300](#) on Thu, 07 Sep 2006 01:32:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

AWesome GUN! But PLEASE WHAT EVER YOU DO DO NOT MAKE IT THESE COLORS!

Im looking forward to it! Can you make the reloading process somewhat speedy please.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [thrash300](#) on Thu, 07 Sep 2006 01:35:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

It reminds me of the KALASHIKOV family particularly the Ak-47 and the Dragunov Sniper Rifle. Your gun looks like it has both of them fused together.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [havoc9826](#) on Thu, 07 Sep 2006 03:58:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Wed, 06 September 2006 18:35It reminds me of the KALASHIKOV family particularly the Ak-47 and the Dragunov Sniper Rifle. Your gun looks like it has both of them fused together.

The M82 is an American gun, and therefore has no relation to the Kalashnikova family. It may have some similarities to the Dragunov SVD since it's a sniper rifle, but the Dragunov uses 7.62 mm ammunition, whereas the M82 uses .50 cal specialized rounds. Here's a Video of the M82 in a training program. There are skips in the video at around 3:38 (maximize and click on 3:40 to continue), 5:24 (maximize and click on 5:28 to continue), and 6:57 (maximize and click on 6:59 to continue). Sorry, but this is the only video I could find, and it was hard enough to download the first time.

If you don't want to get RealPlayer to play this video, get Real Alternative.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Thu, 07 Sep 2006 15:10:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Thu, 07 September 2006 03:32AWesome GUN! But PLEASE WHAT EVER YOU DO DO NOT MAKE IT THESE COLORS!

I dont think any1 leave a gun untextured

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [GeshXD](#) on Thu, 07 Sep 2006 15:22:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks just like the rifle from awpmap.mix (M82) apart from the odd colours

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Thu, 07 Sep 2006 19:11:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

would you mind getting me a screenshot of it?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Thu, 07 Sep 2006 19:34:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just ignore the colors from renx since their just so the modeller can tell what's what. They'll not be the colors ingame.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Thu, 07 Sep 2006 20:35:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yup Merovingian, so, if someone wants to get in on this and unwrap it and texture it, Ill rig it, and Im also making a map to play with it on. Its gonna be TS_Fall for renegade, if any of you have HL and play the specialist mod, youll know what Im talking about. Reply here, hit me on aim or msn if your interested.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jaspah](#) on Thu, 07 Sep 2006 22:25:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

thrash300 wrote on Wed, 06 September 2006 21:32AWSOME GUN! But PLEASE WHAT EVER YOU DO DO NOT MAKE IT THESE COLORS!

Im looking forward to it! Can you make the reloading proccess somewhat speedy please.

Do you have any idea what you're talking about?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Fri, 08 Sep 2006 01:05:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

was that comment directed to me or the one who you quoted?

I am just learning how to rig guns, so yall are gonna have to wait a bit, also I want the aniamtions to be as realistic as possible, so I am going to spen considerable time on that aswell. I am going to make a movie render of the animations for you guys.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Fri, 08 Sep 2006 22:45:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

updates, weeeee.

I dont have yall's aniamtions video done, but I will do it!

Me and Oblivion have beebn discussing ways to make gunjams and fixing etc etc like Americas Army, I hope that could be impemented into my sniper map I am making, as I said i still ned unwrappers and texture-ers, please, if youd like to help let me know, I am currently learning the absics of boning and rigging atm, so dont think its dead or anything.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Fri, 08 Sep 2006 23:02:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

IF i could texture, i would help you, but i can't.

I can do realy basic unwraps (like boxes and stuff) but i'd give it a go, not promising anything though.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Sat, 09 Sep 2006 08:21:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

hasn't this been unwrapped?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Sat, 09 Sep 2006 12:31:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, that was Exdeaths model.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Sat, 09 Sep 2006 16:56:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

uh oh, big problems, I was testing the 3rd person modeled, its boned and all no worries, its in good shape, but when ever i play renegade, when I exit, It lokcs up windows and I gadda restart, if anyone knows how ti fix this, please tell me so I can continue working on this gun thingy.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Sat, 09 Sep 2006 17:24:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

It might be renegade not the model. Play without the model and see what happens...

Try changing some regisry values for renegade and see what happens.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Sat, 09 Sep 2006 17:25:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

EDIT: NM renegade is working fine now

I got a present for ya!

Sizing isnt perfect yet, nor are hand positions, and it isnt textured as you can plainly see...but it does fire perfectly straight and as you can see it doesnt look to shitty ingame, cant wait till its textured:-), catch me on AIM merogrivian(sp)

Game doesnt lag either.

File Attachments

1) [Screensnap 01.jpg](#), downloaded 567 times



2) [Screensnap 02.jpg](#), downloaded 547 times



Tiberium Refinery



Credits: 99574
Time Remaining: 1:00

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Sun, 10 Sep 2006 07:55:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks real nice

(how are you gonna use it?)

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Sun, 10 Sep 2006 17:16:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am making a mini mod that is one(maybe 2 maps) and has some ncie guns, this one, a modern pistol and stuff, also I think ill make it replace the ramjet for anyone that wants it for that. If anyone wants it to repalce something else juss ask.

Updates: me and merovinigan did a 3rd person test, screens.

what yall think? we think it needs to be scaled down.

File Attachments

1) [Screensnap 01.jpg](#), downloaded 484 times



zion250

IGDI Soldier

Credits: 94769

Time Remaining

2) [Screensnap 02.jpg](#), downloaded 469 times



zion250

GDI Soldier

radeon963
Recruit

Credits: 94779
Time Remaining

3) [Screensnap 03.jpg](#), downloaded 474 times



4) [Screensnap 04.jpg](#), downloaded 491 times



radeon963
Recruit

Credits: 94805
Time Remaining

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Sun, 10 Sep 2006 17:54:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a decent Walther PPK Automatic Pistol model but it's part of AR at the time being.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Mon, 11 Sep 2006 06:37:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

is it gonna be in a new map?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Mon, 11 Sep 2006 07:12:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, probably .pkg with loads of new weapons and 1-2 deathmatch maps.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Mon, 11 Sep 2006 08:30:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

then why a .pkg ?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Mon, 11 Sep 2006 10:09:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why .mix for only two maps, i mean it's ok for just one map but we can put both maps in one .pkg file with the weapons and maybe some music tracks for players while they play.

Maybe if it's a success then we'll release it as two .mix files like C&C_awpmap.mix has.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Mon, 11 Sep 2006 15:36:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

music can be in .mix to, the point is, .pkg is bigger and less played online

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Zion](#) on Mon, 11 Sep 2006 18:06:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, i'm expressing options. FynexFox makes the decision.

I know music can be played in .mix maps, so can most other things but if we're just testing or at the first release .pkg is better since it's just one file.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [OWA](#) on Mon, 11 Sep 2006 18:33:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is that gun supposed to be that big?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Mon, 11 Sep 2006 19:11:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

well, you know, Ive been debating that, seeing as it is a huge gun in real life I might leave it, but it just doesnt look right, so Ill prolly scale down a few units.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [havoc9826](#) on Tue, 12 Sep 2006 01:37:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reference material, courtesy of Google.

Manufacturers: Barrett Firearms Manufacturing, Inc. and Unertl
Length: 57 inches (144.78 centimeters)
Barrel length: 29 inches (73.67 cm)
Weight: 32.5 pounds (14.75 kilograms) (unloaded)
Bore diameter: 12.7mm (.50 Caliber)
Maximum effective range on equipment-sized targets: 1800 meters
Muzzle velocity: 2800 feet (854 meters) per second
Magazine capacity: 10 rounds

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [LR01](#) on Tue, 12 Sep 2006 15:40:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

the model is a good look-a-like

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Spice](#) on Tue, 12 Sep 2006 18:49:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's about 50% too big. You can tell by size comparison between the grip verses the hand.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Wed, 31 Jan 2007 07:50:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey when this is done please send it to me is there some way it can be put on the sigle player missons

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Wed, 31 Jan 2007 07:58:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

hey you should add the obelisk gun and some other hi powered gun for gdi

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Veyrdite](#) on Wed, 31 Jan 2007 08:13:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

i would unwrap it, but i am amatuer and unreliable. probably forget entirely about it.

i dont think it needs to be smaller, but the stand needs to be tilted a little back.

i dout its possible, but could you replace the bones for crouching with prone in your mod?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jerad2142](#) on Wed, 31 Jan 2007 14:39:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, all a sudden tons of new guns are being added into Renegade!

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Wed, 31 Jan 2007 20:16:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

HEY i have played against you i think and boy did you wip me bad!!!!!!!

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Slave](#) on Wed, 31 Jan 2007 20:50:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol that was random...

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jerad2142](#) on Wed, 31 Jan 2007 20:55:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

sharra wrote on Wed, 31 January 2007 13:16HEY i have played against you i think and boy did you wip me bad!!!!!!!
jerad8668?

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Wed, 31 Jan 2007 22:19:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

yes him

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jerad2142](#) on Thu, 01 Feb 2007 03:21:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am modding Renegade, therefore I play it a lot.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Thu, 01 Feb 2007 17:16:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think it should replace the free gdi & nod soldiers Machinguns or you could give it to the techs and free engineers they are laking firepower

Subject: Re: Barret .50-Caliber anti-material rifle

Posted by [FynexFox](#) on Fri, 02 Feb 2007 02:09:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well this was a little bit odd. Umm, I didn't expect this topic to be brought up. Well, I suppose if y'all want new stuff, go to RP2, I'm rigging weapons for em, don't expect em in the coming up release though.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Fri, 02 Feb 2007 06:07:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

are you making a mod to put your sniper rifel in and what is rp2

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [Jerad2142](#) on Fri, 02 Feb 2007 06:30:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

sharra wrote on Thu, 01 February 2007 23:07are you making a mod to put your sniper rifel in and what is rp2
Roll Play 2

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Fri, 02 Feb 2007 19:27:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Fri, 02 February 2007 00:30 [/quote
Roll Play 2
thanks link please

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Fri, 02 Feb 2007 20:12:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well I don;t even have renegade installed, nor do I have the tools. At the moment I'm addicted to World of Warcraft so not any time soon will I have a mod. I did have plans to create an urban map where your only weapons where the Barret, dual wielded glocks, knives, and binoculars, I think it'd be fun but don't expect it, I'm known for not finishing much of anything I start.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Fri, 02 Feb 2007 20:30:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

if i make you a map could you do thr rest when ever you get renegad reinstaled

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Fri, 02 Feb 2007 21:53:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Interesting, the map would be a replica of a map from a mod fro Half Life 1 called The Specialists.
The map is TS_Fall, contact me, lets talk it over.

Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [sharra](#) on Sat, 03 Feb 2007 00:00:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

i'll pm you
