
Subject: Old weapon models...

Posted by [Spyder](#) on Tue, 27 Mar 2007 06:52:41 GMT

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I gathered some old pictures from cncden, like the sniper rifle and stuff.

The Laser Rifles only need a skin change..Then we have the old renegade model.

The sniper rifle can be remade with these pictures. We already have one of it on another topic.

I hope someone can remake this sniper rifle, cause I like it very much...I just haven't been able to find it in the original renegade yet, I think we were just lucky with the pistoll remade...

Subject: Re: Old weapon models...

Posted by [Nod Guy](#) on Tue, 27 Mar 2007 09:31:13 GMT

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the old sniper rifle does look awesome, and so do the Nod soldiers

the Nod soldiers are in the always.dat, if someone could use XCC mixer and put them ingame that would be sweet, you just have to bone them

Subject: Re: Old weapon models...

Posted by [Scrin](#) on Tue, 27 Mar 2007 15:08:20 GMT

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1-i start topic about this again...

2-i love this sniper too

3-i search this sniper 5 years (gg)

4-AircraftKiller got all renegade E3 beta stuff...

any help would be great...

my topic----> http://www.renegadeforums.com/index.php?t=msg&goto=251577&rid=22196#msg_251577

Subject: Re: Old weapon models...

Posted by [Nod Guy](#) on Wed, 28 Mar 2007 06:57:01 GMT

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Aircraftkiller got all E3 models, did he release them?

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Wed, 28 Mar 2007 10:44:30 GMT
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yes he got all this... and he great gay...

Subject: Re: Old weapon models...
Posted by [Oblivion165](#) on Wed, 28 Mar 2007 16:33:27 GMT
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Scrin wrote on Wed, 28 March 2007 06:44yes he got all this... and he great gay...

...

I don't know whether this is a compliment or an insult.

Subject: Re: Old weapon models...
Posted by [Zion](#) on Wed, 28 Mar 2007 20:20:13 GMT
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LOL.

Could be both?

Subject: Re: Old weapon models...
Posted by [Viking](#) on Wed, 28 Mar 2007 20:29:37 GMT
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He has them all, he is to much of a asshole to share. I say we steal his HDD!

Subject: Re: Old weapon models...
Posted by [jamiejrg](#) on Wed, 28 Mar 2007 22:13:09 GMT
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I'll totally remake that sniper.

Does anyone have the skin or skin name?

Subject: Re: Old weapon models...
Posted by [Canadacdn](#) on Thu, 29 Mar 2007 01:46:08 GMT

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I've got stuff for ya all ready.

I made myself a little personal mod that gives you a more "beta-ish" single player.

This post includes skins for the beta Nod soldier, laser rifle, and laser chaingun. They also make the lasers blue.

File Attachments

- 1) [c_nod_mg.dds](#), downloaded 273 times
 - 2) [w_lsrr.dds](#), downloaded 299 times
 - 3) [w_lsrg.dds](#), downloaded 256 times
 - 4) [f_gm_lsrg.dds](#), downloaded 292 times
 - 5) [f_gm_lsrr.dds](#), downloaded 296 times
 - 6) [w_redbeam.dds](#), downloaded 276 times
 - 7) [w_blubeam.dds](#), downloaded 266 times
-

Subject: Re: Old weapon models...

Posted by [jamiejrg](#) on Thu, 29 Mar 2007 03:20:07 GMT

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I had a few minutes to start on the sniper rifle tonight.

Didn't someone say the skin was actualy in the always.dat? If someone could tell me the name that would be much appreciated.

Subject: Re: Old weapon models...

Posted by [Viking](#) on Thu, 29 Mar 2007 03:21:05 GMT

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Thats pretty sweet!

Subject: Re: Old weapon models...

Posted by [Scrin](#) on Thu, 29 Mar 2007 07:28:38 GMT

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Canadacdn wrote on Wed, 28 March 2007 19:46 I've got stuff for ya all ready.

I made myself a little personal mod that gives you a more "beta-ish" single player.

This post includes skins for the beta Nod soldier, laser rifle, and laser chaingun. They also make the lasers blue.

that snipe is NOT in alwase.dat
and nice work! keep up please

Subject: Re: Old weapon models...
Posted by [Spyder](#) on Thu, 29 Mar 2007 08:13:55 GMT
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I hope it will be a succesfull remake...Can't wait to use it!

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Thu, 29 Mar 2007 13:09:47 GMT
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also i think Tesla7Zap got ren beta things....

Subject: Re: Old weapon models...
Posted by [Zion](#) on Thu, 29 Mar 2007 13:52:07 GMT
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Scrin wrote on Thu, 29 March 2007 14:09also i think Tesla7Zap got ren beta things....

Is he a great gay too?

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Thu, 29 Mar 2007 14:06:33 GMT
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hmm i never talk to him.. i think no but he made alot cool stuff about ren and must have beta skins...lets start this theme here...

Subject: Re: Old weapon models...
Posted by [Spyder](#) on Thu, 29 Mar 2007 15:05:59 GMT
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Sticky this topic!

Subject: Re: Old weapon models...
Posted by [Zion](#) on Thu, 29 Mar 2007 16:39:05 GMT
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Why? What's the point?

Subject: Re: Old weapon models...
Posted by [Dihylopas](#) on Thu, 29 Mar 2007 16:51:58 GMT
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. <---- That's the point! (Or dot, what ever you like.)

Subject: Re: Old weapon models...
Posted by [Viking](#) on Thu, 29 Mar 2007 16:52:54 GMT
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^^
This guy is aight! He made me lol!

Subject: Re: Old weapon models...
Posted by [Dihylopas](#) on Thu, 29 Mar 2007 16:53:45 GMT
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xD

Subject: Re: Old weapon models...
Posted by [Zion](#) on Thu, 29 Mar 2007 17:29:55 GMT
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Har Har

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Thu, 29 Mar 2007 17:55:18 GMT
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Merovingian wrote on Thu, 29 March 2007 11:29Har Har
its just...

Subject: Re: Old weapon models...
Posted by [Slave](#) on Thu, 29 Mar 2007 18:00:57 GMT
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time consuming and somewhat sad?

Subject: Re: Old weapon models...
Posted by [Spyder](#) on Thu, 29 Mar 2007 19:30:07 GMT
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Well...To sticky it might be usefull since lot's of people are looking for the beta models. They can find it easily then and if we keep posting the model pics here, the people that want to remake the weapons can find it easily too. Else we'll get about 5 or more messed up topics about the same thing...

Subject: Re: Old weapon models...
Posted by [Dihylopas](#) on Thu, 29 Mar 2007 19:41:20 GMT
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Is somebody currently working on this skin?

Sniper:

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Thu, 29 Mar 2007 20:44:22 GMT
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ok snipe back cover 1 and 2

File Attachments

1) [Original Renegade 33.jpg](#), downloaded 852 times



2) [Original Renegade 36.jpg](#), downloaded 822 times



Subject: Re: Old weapon models...
Posted by [jamiejrg](#) on Thu, 29 Mar 2007 22:29:24 GMT
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Yeah, i'm working on it. The skin is going to need some work or there might be some stretching. We will see when i get there.

Subject: Re: Old weapon models...
Posted by [jnz](#) on Thu, 29 Mar 2007 22:33:57 GMT
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Can't you make it so that the orange picture actually works?

Subject: Re: Old weapon models...
Posted by [jamiejrg](#) on Thu, 29 Mar 2007 22:40:18 GMT
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and make it do what?

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Fri, 30 Mar 2007 06:14:21 GMT
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orange picture its minimap (o_o_O) but i think imposible to make...

Subject: Re: Old weapon models...
Posted by [Slave](#) on Fri, 30 Mar 2007 23:18:00 GMT
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Here's the rifle seen from a different angle. Randomly came across this pic.

Subject: Re: Old weapon models...
Posted by [jnz](#) on Fri, 30 Mar 2007 23:23:46 GMT
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make the orange image look work as in, it looks like a preview of the scope.

Subject: Re: Old weapon models...
Posted by [Slave](#) on Sat, 31 Mar 2007 00:02:53 GMT
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"make it work"

sure does sound convenient when someone else is doing all the work...

Subject: Re: Old weapon models...

Posted by [Dihylopas](#) on Sat, 31 Mar 2007 00:15:29 GMT

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Slave wrote on Sat, 31 March 2007 02:02 "make it work"

sure does sound convenient when someone else is doing all the work...

Agree.

Subject: Re: Old weapon models...

Posted by [jnz](#) on Sat, 31 Mar 2007 00:34:35 GMT

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i would make it work, but i know nothing about skinning.

Subject: Re: Old weapon models...

Posted by [Viking](#) on Sat, 31 Mar 2007 01:59:43 GMT

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It is impossible, don't bother.

Subject: Re: Old weapon models...

Posted by [jamiejrg](#) on Sat, 31 Mar 2007 02:09:12 GMT

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The model thus far. I plan on changing the back of the scope. I had to canibalize the image. Let's just say it was sloppy.

edit you will also notice that they changed the model.. i went by the black picture. The one that has the perfect right side view.

Subject: Re: Old weapon models...

Posted by [Viking](#) on Sat, 31 Mar 2007 02:57:31 GMT

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Just make a new damn skin!

Subject: Re: Old weapon models...
Posted by [Sn1per74*](#) on Sat, 31 Mar 2007 03:22:18 GMT
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I don't think its impossible to make the orange screen work there's one on the rocket launcher isn't there?

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Sat, 31 Mar 2007 06:19:08 GMT
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jamiejrg wrote on Fri, 30 March 2007 20:09The model thus far. I plan on changing the back of the scope. I had to canibalize the image. Let's just say it was sloppy.

edit you will also notice that they changed the model.. i went by the black picture. The one that has the perfect right side view.

oh my fucking goooooood!!!!!!
its great work!!!!!!
and i duno but here i see comic buggy pic and i show other beta snipe and rocket... its leet...

File Attachments

1) [Original Renegade 50.jpg](#), downloaded 1202 times



2) [Original Renegade 53.jpg](#), downloaded 791 times



Subject: Re: Old weapon models...
Posted by [Slave](#) on Sat, 31 Mar 2007 11:21:46 GMT
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this might sound dumb, but has anyone ever bothered to ask ea's c&c department about the old ww assets? what harm would be in it for them?

Subject: Re: Old weapon models...
Posted by [Stefan](#) on Sat, 31 Mar 2007 13:20:35 GMT
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The old rocket launcher model looks nice (2nd picture).

Subject: Re: Old weapon models...
Posted by [Zion](#) on Sat, 31 Mar 2007 14:02:51 GMT
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That sniper rifle is horrible. It needs WAY more polygons and don't add detail through the texture, add them through the model too.

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Sat, 31 Mar 2007 18:31:28 GMT
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Zeth wrote on Sat, 31 March 2007 07:20

The old rocket launcher model looks nice (2nd picture).
i cant see pictures.....update it

Subject: Re: Old weapon models...
Posted by [Stefan](#) on Sat, 31 Mar 2007 19:19:47 GMT
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Scrin wrote on Sat, 31 March 2007 12:31Zeth wrote on Sat, 31 March 2007 07:20

The old rocket launcher model looks nice (2nd picture).
i cant see pictures.....update it

<http://www.cnc-source.com/forums/index.php?automodule=gallery&req=sc&cat=44>
<http://www.cnc-source.com/forums/index.php?automodule=gallery&req=sc&cat=45>
Cnc-source has a nice collection of beta pics

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Sat, 31 Mar 2007 19:23:17 GMT
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wow man i live in cncsource but didn see these pics ty!

Subject: Re: Old weapon models...
Posted by [jamiejrg](#) on Sun, 01 Apr 2007 01:27:40 GMT
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I totally agree it needs more polys. But, i was making it to the exact specs of the picture.

Jamie

Subject: Re: Old weapon models...
Posted by [Renx](#) on Sun, 01 Apr 2007 03:51:38 GMT
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Viking wrote on Wed, 28 March 2007 16:29He has them all, he is to much of a asshole to share. I say we steal his HDD!

He released all of the old renegade assets he had, and the sniper rifle was not one of them. The new snipe rifle is far more detailed anyway.

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Sun, 01 Apr 2007 06:33:42 GMT
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Renx wrote on Sat, 31 March 2007 21:51Viking wrote on Wed, 28 March 2007 16:29He has them all, he is to much of a asshole to share. I say we steal his HDD!

He released all of the old renegade assets he had, and the sniper rifle was not one of them. The new snipe rifle is far more detailed anyway.
still know whare it shared?

Subject: Re: Old weapon models...
Posted by [Canadacdn](#) on Sun, 01 Apr 2007 16:47:51 GMT
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It was just a harvester, flame tank, and broken truck.

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Sun, 01 Apr 2007 18:12:07 GMT
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Canadacdn wrote on Sun, 01 April 2007 11:47It was just a harvester, flame tank, and broken truck.
tiberian dawn harvester? pls can you tell me whare it or show link i mean these 3 unit

Subject: Re: Old weapon models...
Posted by [Renx](#) on Sun, 01 Apr 2007 19:39:31 GMT
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harvester, light tank, med tank, flame tank, recon bike, truck

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Sun, 01 Apr 2007 20:26:13 GMT
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Renx wrote on Sun, 01 April 2007 14:39harvester, light tank, med tank, flame tank, recon bike, truck
link to it pls? or maybe you already got them all share

Subject: Re: Old weapon models...
Posted by [Canadacdn](#) on Sun, 01 Apr 2007 20:56:56 GMT
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I'll post them as soon as I can find them. I have like, half a gig of old beta stuff I've collected just sitting around.

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Sun, 01 Apr 2007 21:07:38 GMT
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Canadacdn wrote on Sun, 01 April 2007 15:56I'll post them as soon as I can find them. I have like, half a gig of old beta stuff I've collected just sitting around.
1 gig omfg you so leet!!! ty

Subject: Re: Old weapon models...
Posted by [Zion](#) on Sun, 01 Apr 2007 22:15:56 GMT
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He said half if gig, not one gig you dimwit.

Subject: Re: Old weapon models...
Posted by [Renx](#) on Sun, 01 Apr 2007 23:34:29 GMT
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<http://www.the-darkangels.net/DaEspion/Renegade/assests.zip>

Give it about 20-30 minutes, my upload here is terrible.

Subject: Re: Old weapon models...
Posted by [Nod Guy](#) on Mon, 02 Apr 2007 03:57:17 GMT
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that link dont work

and Canadacd can you please upload them, thanks

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Mon, 02 Apr 2007 06:46:39 GMT
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yes pls and link not work too

Subject: Re: Old weapon models...
Posted by [Oblivion165](#) on Mon, 02 Apr 2007 06:47:33 GMT
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<http://www.the-darkangels.net/DaEspion/Renegade/assets.zip>

Subject: Re: Old weapon models...
Posted by [Nod Guy](#) on Mon, 02 Apr 2007 08:34:45 GMT
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why thank you oblivion

Subject: Re: Old weapon models...
Posted by [Renx](#) on Mon, 02 Apr 2007 12:23:18 GMT
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cannot edit my post

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Mon, 02 Apr 2007 13:05:59 GMT
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nice thanks...but here possible replace this med tank with anthers into current med tank?

i mean working ingame like in MutationRedux map....

Subject: Re: Old weapon models...

Posted by [Renx](#) on Mon, 02 Apr 2007 13:36:32 GMT

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Yes. I'm quite sure that all of Aircraftkiller's map include that med tank.

Subject: Re: Old weapon models...

Posted by [Scrin](#) on Mon, 02 Apr 2007 15:25:10 GMT

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i mean you can convert beta med into curent ren med (just modif w3d and put it ingame...to get beta med working ingame and in servers too)...?

Subject: Re: Old weapon models...

Posted by [Spyder](#) on Mon, 02 Apr 2007 16:47:10 GMT

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No you would have to rebone the whole model and rename everything. Then you must export it to w3d again. And you can only use it yourself, servers cannot use it and players cannot load it from the server.

And btw, I found some picture of a pre-release auto rifle:

Subject: Re: Old weapon models...

Posted by [Crow3333](#) on Mon, 02 Apr 2007 16:48:33 GMT

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is it just me, or are some of the models not working? The Nod I-tnk for example doesn't show up in w3dView.

Subject: Re: Old weapon models...

Posted by [Canadacdn](#) on Mon, 02 Apr 2007 16:57:10 GMT

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Actually, Darksnipa, that's an auto shotgun. Not rifle.

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Mon, 02 Apr 2007 17:11:59 GMT
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yes i got this shotgun,trust me its crap... and about acolyte screenshot...look to tiberium crystals,its so cool canad maybe you know somethink about this? how made it?
i know these crystals appears in m03 tiberium toonel...

Subject: Re: Old weapon models...
Posted by [Canadacdn](#) on Mon, 02 Apr 2007 17:36:23 GMT
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You mean the actual model and texture, or the one from Sole Survivor?

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Mon, 02 Apr 2007 17:41:55 GMT
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i got luck and get it after e3 prebeta summit... but its gay no muzzle..

Subject: Re: Old weapon models...
Posted by [Slave](#) on Mon, 02 Apr 2007 20:13:53 GMT
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Scrin wrote on Mon, 02 April 2007 12:41i got luck and get it after e3 prebeta summit... but its gay no muzzle..

Are you serious? If so: Wow! and why did it take you 5 years to mention it? Share omg.

Also, the tiberium crystals can be found as tiberium.w3d somewhere in renegade's files. The glow is done with some emitter. I remember doing something alike once:

edit: about the gun, you do also realise april fools was yesterday right?

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Mon, 02 Apr 2007 21:48:06 GMT
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Slave wrote on Mon, 02 April 2007 15:13Scrin wrote on Mon, 02 April 2007 12:41i got luck and get it after e3 prebeta summit... but its gay no muzzle..

Are you serious? If so: Wow! and why did it take you 5 years to mention it? Share omg.

Also, the tiberium crystals can be found as tiberium.w3d somewhere in renegade's files. The glow is done with some emitter. I remember doing something alike once:

edit: about the gun, you do also realise april fools was yesterday right?

can you post full working file of these tib crystals pls im search it long time too and say this flashlights from renz0r's dazzle mod? i got same but made by myself but no light towers you can help with it?
lets better talk pm?

Subject: Re: Old weapon models...
Posted by [Viking](#) on Mon, 02 Apr 2007 22:45:12 GMT
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LOL @ APRIL FOOLS YOU SUCK!!

Anyway we should try to contact the guy who was the 3D artist for WW and see if he maybe has them sitting around?

Subject: Re: Old weapon models...
Posted by [Canadacdn](#) on Tue, 03 Apr 2007 02:06:56 GMT
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I already contacted Petroglyph (Westwood) about the possibility of getting that stuff. They said that is was now property of EA and they cannot give it out.

Subject: Re: Old weapon models...
Posted by [Spyder](#) on Tue, 03 Apr 2007 05:34:50 GMT
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Slave, can you please post those light towers and the tiberium models...I like them very much. And Scrin I like your tiberium skin. Can you send me that one?

If some people are interested, I have some nice stuff too .

Subject: Re: Old weapon models...
Posted by [Nod Guy](#) on Tue, 03 Apr 2007 05:46:27 GMT
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i would also like what dark wants
thanks
and btw dark i am interested

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Tue, 03 Apr 2007 07:14:25 GMT
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darksnipa wrote on Tue, 03 April 2007 00:34Slave, can you please post those light towers and the tiberium models...I like them very much.
And Scrin I like your tiberium skin. Can you send me that one?

If some people are interested, I have some nice stuff too .
ok show up ss with your things
ans slave got very nice stuff and im wonder how you change collor to harf front flashlights...

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Tue, 03 Apr 2007 08:59:11 GMT
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Canadacdn wrote on Mon, 02 April 2007 21:06I already contacted Petroglyph (Westwood) about the possibility of getting that stuff. They said that is was now property of EA and they cannot give it out.
dont forget ask Frank about new songs :PPP

Subject: Re: Old weapon models...
Posted by [Slave](#) on Tue, 03 Apr 2007 11:38:11 GMT
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Canadacdn wrote on Mon, 02 April 2007 21:06property of EA

Like i mentioned earlier, has anyone ever bothered to simply ask EA?
As in asking them to give the files directly, or allowing petroglyph to give them, if they won't mind.

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Tue, 03 Apr 2007 19:35:05 GMT
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Slave wrote on Mon, 02 April 2007 15:13Scrin wrote on Mon, 02 April 2007 12:41i got luck and get it after e3 prebeta summit... but its gay no muzzle..

Are you serious? If so: Wow! and why did it take you 5 years to mention it? Share omg.

Also, the tiberium crystals can be found as tiberium.w3d somewhere in renegade's files. The glow is done with some emitter. I remember doing something alike once:

edit: about the gun, you do also realise april fools was yesterday right?

im still love this screenshot.....

its one of 16 beauty ss i ever seen from ren...

slave can you maade new ss (with cool looking things...) i just want made wallpaper and lets towers+harv in...and made them bigger if possible...

Subject: Re: Old weapon models...

Posted by [Canadacdn](#) on Tue, 03 Apr 2007 19:47:54 GMT

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Slave wrote on Tue, 03 April 2007 06:38Canadacdn wrote on Mon, 02 April 2007 21:06property of EA

Like i mentioned earlier, has anyone ever bothered to simply ask EA?

As in asking them to give the files directly, or allowing petroglyph to give them, if they won't mind.

Yes. They won't.

Subject: Re: Old weapon models...

Posted by [Gen_Black](#) on Thu, 05 Apr 2007 03:06:16 GMT

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Subject: Re: Old weapon models...

Posted by [Stefan](#) on Mon, 09 Apr 2007 12:32:54 GMT

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Subject: Re: Old weapon models...

Posted by [Gen_Black](#) on Mon, 09 Apr 2007 23:08:44 GMT

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you copied me

Subject: Re: Old weapon models...
Posted by [Nod Guy](#) on Tue, 10 Apr 2007 00:47:41 GMT
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how do the harvesters have headlights?

Subject: Re: Old weapon models...
Posted by [sharra](#) on Tue, 10 Apr 2007 02:21:45 GMT
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the old asullt gun has been right under are noses all this time! corect me if im wrong

File Attachments

1) [untitled.bmp](#), downloaded 779 times

Subject: Re: Old weapon models...
Posted by [Nod Guy](#) on Tue, 10 Apr 2007 03:02:37 GMT
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a lot of us already know about that
it would be cool to use that gun ingame

Subject: Re: Old weapon models...
Posted by [sharra](#) on Tue, 10 Apr 2007 04:00:19 GMT
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Nod Guy wrote on Mon, 09 April 2007 22:02a lot of us already know about that
it would be cool to use that gun ingame
i didnt see it there intall this came up i hope we can fin better pics so it can be mad ingame

Subject: Re: Old weapon models...
Posted by [sharra](#) on Tue, 10 Apr 2007 14:58:31 GMT
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look what i found might help?

File Attachments

1) [b_4.jpg](#), downloaded 1288 times



2) [cacrpc001.jpg](#), downloaded 1278 times



3) [flamer.jpg](#), downloaded 1277 times



4) [cacrpc007.gif](#), downloaded 990 times



5) [plats.jpg](#), downloaded 1265 times



FPS =	31,	KBP	
Team		Scor	
0	000	0	
1	Mod	0	
Player:		Scor	
1,	01 int	0	

6) [ssdusk.jpg](#), downloaded 1264 times



7) [water_profile.jpg](#), downloaded 1256 times



8) [winters.jpg](#), downloaded 1244 times



Subject: Re: Old weapon models...

Posted by [Jerad2142](#) on Tue, 10 Apr 2007 15:03:52 GMT

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You need to hit enter after each of those picture tags, it moves the buttons over to far, to post replies.

Subject: Re: Old weapon models...

Posted by [Stefan](#) on Tue, 10 Apr 2007 15:16:25 GMT

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sharra wrote on Mon, 09 April 2007 23:00Nod Guy wrote on Mon, 09 April 2007 22:02a lot of us already know about that
it would be cool to use that gun ingame
i didnt see it there intall this came up i hope we can fin better pics so it can be mad ingame

Subject: Re: Old weapon models...
Posted by [sharra](#) on Tue, 10 Apr 2007 15:38:15 GMT
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Jerad Gray wrote on Tue, 10 April 2007 10:03You need to hit enter after each of those picture tags, it moves the buttons over to far, to post replies.
ok

Subject: Re: Old weapon models...
Posted by [sharra](#) on Wed, 11 Apr 2007 00:13:48 GMT
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here is a gun that kinda looks like that one

File Attachments

1) [browse_full.png](#), downloaded 931 times



Subject: Re: Old weapon models...
Posted by [sharra](#) on Wed, 11 Apr 2007 19:05:09 GMT
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I found some the old mine gun too

File Attachments

1) [gun 2.bmp](#), downloaded 670 times

2) [ccrenegade10_scr3.jpg](#), downloaded 1176 times



3) [ccrenegade_scr11m.jpg](#), downloaded 1166 times



4) [ccrenegade_scr11m.jpg](#), downloaded 1171 times



Subject: Re: Old weapon models...
Posted by [fall4mui](#) on Wed, 11 Apr 2007 20:29:03 GMT
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bigger picture of pistol

Subject: Re: Old weapon models...
Posted by [Spyder](#) on Thu, 12 Apr 2007 05:28:50 GMT
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The guns, the nod skins, the Hand of Nod, the obilisks laser I want them to be in my renegade data folder

Subject: Re: Old weapon models...
Posted by [JasonKnight](#) on Fri, 13 Apr 2007 18:35:49 GMT
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I dont think you can, this looks more like a cinematic then gameplay. If i recall they were thinking about doing cinematics seperate instead but then chose to just use there standard models and added characters with teeth lol.. still cant belive how odd that looked the first time I saw it.

[quote title=sharra wrote on Wed, 11 April 2007 14:05]

i mean if you want a lil more proof that its a cinimatic look at the tiberium crystals that nod soilders are standing in. never seen that in the beta screebshots of gameplay

Subject: Re: Old weapon models...
Posted by [Nod Guy](#) on Sun, 15 Apr 2007 03:19:47 GMT
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its not a cinematic, its just a picture

Subject: Re: Old weapon models...
Posted by [Spyder](#) on Sun, 15 Apr 2007 09:41:40 GMT
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They sure look nice. But uuhm, I think the white hand of nod thingy was released on CnC-Source model section. Under the name: E3 Hand of Nod model. I'll look it up for you.

Subject: Re: Old weapon models...
Posted by [Mighty BOB!](#) on Mon, 16 Apr 2007 08:30:51 GMT
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I think our Downloads section is broken. >.> (and gallery is offline, hopefully back online in a day or 2)

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Sun, 22 Apr 2007 15:56:18 GMT
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Mighty BOB! wrote on Mon, 16 April 2007 03:30I think our Downloads section is broken. >.> (and gallery is offline, hopefully back online in a day or 2)
BOB! BOB!

Subject: Re: Old weapon models...
Posted by [Spyder](#) on Sun, 22 Apr 2007 16:34:17 GMT
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BOB it's still not working...

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Thu, 18 Oct 2007 11:35:29 GMT
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TCUSniper wrote on Sun, 22 April 2007 11:34BOB it's still not working...
triple up.....

Subject: Re: Old weapon models...
Posted by [Spyder](#) on Fri, 23 Nov 2007 06:48:55 GMT
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Found another sniper rifle model

Subject: Re: Old weapon models...
Posted by [Scrin](#) on Fri, 23 Nov 2007 08:22:03 GMT
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TCUSniper wrote on Fri, 23 November 2007 00:48Found another sniper rifle model
pic didn't work

Subject: Re: Old weapon models...
Posted by [Ethenal](#) on Fri, 23 Nov 2007 08:31:32 GMT
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It works fine Scrin...

Subject: Re: Old weapon models...
Posted by [Spyder](#) on Fri, 23 Nov 2007 13:39:06 GMT
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This one should work

Subject: Re: Old weapon models...
Posted by [Samous Mods](#) on Fri, 27 Jun 2008 09:37:47 GMT
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Nero wrote on Fri, 23 November 2007 07:39

This one should work
interesting stuff here,
Bring Up This Post!

Subject: Re: Old weapon models...
Posted by [Vancer2](#) on Sat, 28 Jun 2008 16:32:01 GMT
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i think the sniper rifles in scrins siggy are kewl ^.^
