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Subject: P90 HIGH detail

Posted by [Urimas](#) on Sun, 27 Jan 2008 23:10:32 GMT

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here you go enjoy my new p90 1p and 3p + custom sounds.

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### File Attachments

1) [newp90.zip](#), downloaded 207 times

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Subject: Re: P90 HIGH detail

Posted by [sadukar09](#) on Sun, 27 Jan 2008 23:58:28 GMT

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Holy crap, nice job!

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Subject: Re: P90 HIGH detail

Posted by [\\_SSnipe\\_](#) on Mon, 28 Jan 2008 00:19:25 GMT

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you should make a flechette gun that looks like the mp-40 off of call of duty 2 and use the sounds that would be the best gun ever!

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Subject: Re: P90 HIGH detail

Posted by [Urimas](#) on Mon, 28 Jan 2008 00:42:11 GMT

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i dont have an MP-40 but please try and rate my p90 thank you (next is the m4carbine autorifle replancement)

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Subject: Re: P90 HIGH detail

Posted by [Slave](#) on Mon, 28 Jan 2008 01:07:06 GMT

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It looks win. Have you tried what it looks like with a bump map and some shiny on it? Might end out epic.

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Subject: Re: P90 HIGH detail

Posted by [Urimas](#) on Mon, 28 Jan 2008 01:09:17 GMT

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bump map, shiny....what? im only a rigger/animator i dont know how to do that (please provide tut or link to tut and i'll try it)

Vote next weapon (autorifle replacement)

M4carbine

Or

Ak-47

vote now im off to bed the one with most votes wins.

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Subject: Re: P90 HIGH detail

Posted by [slavik262](#) on Mon, 28 Jan 2008 03:06:33 GMT

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Your best work yet. Awesome stuff, as always.\

And I'd go with the m4

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Subject: Re: P90 HIGH detail

Posted by [hatstand](#) on Mon, 28 Jan 2008 10:33:41 GMT

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that looks awesome.....

and yeah, do the m4 next....

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Subject: Re: P90 HIGH detail

Posted by [Zion](#) on Mon, 28 Jan 2008 10:38:08 GMT

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Do both?

You know GDI and Nod don't use the same autorifle? Just the same mesh, different names though, so you can give the M4 to GDI and the AK to Nod.

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Subject: Re: P90 HIGH detail

Posted by [Genesis2001](#) on Mon, 28 Jan 2008 13:58:04 GMT

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Looks awesome! I may actually have to start using your weapon replacements now

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~Zack

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Subject: Re: P90 HIGH detail  
Posted by [Di3HardNL](#) on Mon, 28 Jan 2008 14:20:58 GMT  
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looks good!

Urimas, would you mind to share the GMAX scene with me?

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Subject: Re: P90 HIGH detail  
Posted by [renalpha](#) on Mon, 28 Jan 2008 14:21:06 GMT  
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looks sweet, you love counterstrike dont you?

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Subject: Re: P90 HIGH detail  
Posted by [Urimas](#) on Mon, 28 Jan 2008 14:40:57 GMT  
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actually no i dont never played it i just got the models off the net. and no im not gona hand out the scene.

and GDI and NOD use the same auto rifle name so if i change 1 so does the other.

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Subject: Re: P90 HIGH detail  
Posted by [Di3HardNL](#) on Mon, 28 Jan 2008 16:00:08 GMT  
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could you give me a gmax scene of a earlier weapon then? i just need an example of yours to make my own (good quality)

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Subject: Re: P90 HIGH detail  
Posted by [Urimas](#) on Mon, 28 Jan 2008 16:29:10 GMT  
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lol you only need these  
1: a bow for the bullets to come out

---

2: a box for the muzzle flash  
and 3: an eject box for eject casings

simple.

besides this is my own custom template (westwood use alot more complex versions (lots'o bones and junk)

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Subject: Re: P90 HIGH detail  
Posted by [Di3HardNL](#) on Mon, 28 Jan 2008 16:49:04 GMT  
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but what are the w3d settings for the muzzle flash box? i know if you open up a weapon in renx, its just a little greenish thing.

or is that where the bullet comes out

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Subject: Re: P90 HIGH detail  
Posted by [Urimas](#) on Mon, 28 Jan 2008 17:17:58 GMT  
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not to be rude but im pants at explaining things + i dont realy want to hand out my custom setup.

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Subject: Re: P90 HIGH detail  
Posted by [Di3HardNL](#) on Mon, 28 Jan 2008 17:35:25 GMT  
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just a little screenshot of the w3d setting for muzzleflash woudnt be to much asked i think..

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Subject: Re: P90 HIGH detail  
Posted by [Urimas](#) on Mon, 28 Jan 2008 17:56:16 GMT  
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here you go the settings

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1) [settings.png](#), downloaded 327 times



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Subject: Re: P90 HIGH detail

Posted by [Di3HardNL](#) on Mon, 28 Jan 2008 18:55:41 GMT

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Thats all i wanted to know thanks keep it up

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Subject: Re: P90 HIGH detail

Posted by [IronWarrior](#) on Wed, 30 Jan 2008 00:32:37 GMT

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Added to Game-Maps.NET now.

>>Download<<

Been abit busy with web designing, but am back adding new files now.

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