
Subject: Xm8 autorifle replacement
Posted by [Urimas](#) on Fri, 13 Jun 2008 14:29:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok after 12 hours of work heres the xm8 autorifle replacement enjoy

<http://www.fileden.com/files/2007/5/25/1111692/xm8ingame.png>
Xm8 animations + textures + sounds
<http://www.fileden.com/files/2007/5/25/1111692/xm8.zip>
+ heat trail bullets

File Attachments

1) [bullet.zip](#), downloaded 240 times

Subject: Re: Xm8 autorifle replacement
Posted by [_SSnipe_](#) on Fri, 13 Jun 2008 14:42:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool gun but not feeling the textures

Subject: Re: Xm8 autorifle replacement
Posted by [Urimas](#) on Fri, 13 Jun 2008 15:05:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok if anyone wants a crack at textureing it here the Gmax file of it

File Attachments

1) [xm8 wants texture.gmax](#), downloaded 213 times

Subject: Re: Xm8 autorifle replacement
Posted by [mrÅ£ÄŞÄ-z](#) on Fri, 13 Jun 2008 15:10:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice, can you upload the Bullet Tracer please? it looks hot

Subject: Re: Xm8 autorifle replacement
Posted by [GEORGE ZIMMER](#) on Fri, 13 Jun 2008 15:24:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice job, but as said, texture could use some improving. If I had photoshop I'd take a crack at it, but sadly I don't. Also, I suck with anything art related .

But still, glad to see you're still making weapons. HOORAY FOR URIMAS!

Subject: Re: Xm8 autorifle replacement
Posted by [Urimas](#) on Fri, 13 Jun 2008 15:46:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok here are the bullets

File Attachments

1) [bullet.zip](#), downloaded 197 times

Subject: Re: Xm8 autorifle replacement
Posted by [argathol3](#) on Sat, 14 Jun 2008 00:27:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good work....are you back to work with us again?

Subject: Re: Xm8 autorifle replacement
Posted by [IronWarrior](#) on Sat, 14 Jun 2008 02:21:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Added to Game-Maps.NET with two download options, .exe format and .zip format, the latter also includes the gmax file.

<http://www.game-maps.net/index.php?action=file&id=1195>

Subject: Re: Xm8 autorifle replacement
Posted by [Urimas](#) on Sat, 14 Jun 2008 10:22:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

well id prefer the gmax file not included as i dont want just anyone editing it i only added it here so someone can try to skin it.

and im not back for good due to the fact i dont realy like renegade anymore due to its c**p damage system. but i like to still do models.

Subject: Re: Xm8 autorifle replacement
Posted by [Starbuzz](#) on Sat, 14 Jun 2008 11:44:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

The bullet tracer looks cool but is it allowed?

And great work Urimas!

Subject: Re: Xm8 autorifle replacement
Posted by [IronWarrior](#) on Sat, 14 Jun 2008 12:22:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Starbuzz wrote on Sat, 14 June 2008 06:44The bullet tracer looks cool but is it allowed?

And great work Urimas!

Depends on the server.

I remove the gmax file later today.

Subject: Re: Xm8 autorifle replacement
Posted by [argathol3](#) on Wed, 18 Jun 2008 08:18:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can't see your bullets if your shooting in an orca/apache....kind of a drawback. Maybe my settings are too low though. Any one else notice this?

Subject: Re: Xm8 autorifle replacement
Posted by [Goztow](#) on Wed, 18 Jun 2008 10:24:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

argathol3 wrote on Wed, 18 June 2008 10:18You can't see your bullets if your shooting in an orca/apache....kind of a drawback. Maybe my settings are too low though. Any one else notice this?

There's a very good reason why there are no bullet trailers in Renegade. Stop cheating, plz, tx.

Subject: Re: Xm8 autorifle replacement
Posted by [Muad Dib15](#) on Wed, 18 Jun 2008 15:28:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

better textures pl0x

Subject: Re: Xm8 autorifle replacement
Posted by [KristyGirl](#) on Wed, 18 Jun 2008 20:07:29 GMT

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

Goztow wrote on Wed, 18 June 2008 05:24argathol3 wrote on Wed, 18 June 2008 10:18You can't see your bullets if your shooting in an orca/apache....kind of a drawback. Maybe my settings are too low though. Any one else notice this?

There's a very good reason why there are no bullet trailers in Renegade. Stop cheating, plz, tx.

But there are, I see them in plain sight.

Subject: Re: Xm8 autorifle replacement

Posted by [cpjok](#) on Wed, 18 Jun 2008 21:52:49 GMT

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

nice work

Subject: Re: Xm8 autorifle replacement

Posted by [argathol3](#) on Thu, 19 Jun 2008 06:14:26 GMT

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

Goztow wrote on Wed, 18 June 2008 05:24argathol3 wrote on Wed, 18 June 2008 10:18You can't see your bullets if your shooting in an orca/apache....kind of a drawback. Maybe my settings are too low though. Any one else notice this?

There's a very good reason why there are no bullet trailers in Renegade. Stop cheating, plz, tx.

...Thimma Bullets show your gunfire. Take a look at pimpmyren skin pack and you will see what I mean. It adds a colored tracer, have a look.

Subject: Re: Xm8 autorifle replacement

Posted by [Goztow](#) on Thu, 19 Jun 2008 10:21:55 GMT

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

Ignore my previous post, plz, I somehow omitted to read the word "orca".

Subject: Re: Xm8 autorifle replacement

Posted by [ErroR](#) on Fri, 20 Jun 2008 09:52:30 GMT

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

OMFG.. nice but the texture not so good maybe try to make it black?

and if you could give me the gmax file i could try to make a better skin

P.S: Try to model it in Google Sketch up really easy to use and then export as 3ds and import to gmax!
