
Subject: [model replacement] special force rifle
Posted by [JsxKeule](#) on Sun, 17 May 2009 20:08:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

liek some people know i started yesterday with modeling
today i tried to make a rifle and the result looks pretty good
so i will release it here :

thx to player for being my model and making the cool pic

File Attachments

1) [special_force_rifle.rar](#), downloaded 278 times

Subject: Re: [model replacement] special force rifle
Posted by [RMCool13](#) on Sun, 17 May 2009 20:14:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

that's nice but ill stick to the classic AK-47

but tbh im more interested in your nod solider texture, can you release it?

Subject: Re: [model replacement] special force rifle
Posted by [ErroR](#) on Sun, 17 May 2009 20:18:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

i suggest you to use first person model for first person

Subject: Re: [model replacement] special force rifle
Posted by [Scrin](#) on Sun, 17 May 2009 20:19:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

This his first model, so all fine

ErroR wrote on Sun, 17 May 2009 15:18i suggest you to use first person model for first person
lol

Subject: Re: [model replacement] special force rifle
Posted by [Tupolev TU-95 Bear](#) on Sun, 17 May 2009 20:30:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice

Subject: Re: [model replacement] special force rifle
Posted by [Scrin](#) on Sun, 17 May 2009 20:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

what the heck?

File Attachments

1) [ehhhhhh.bmp](#), downloaded 230 times

Subject: Re: [model replacement] special force rifle
Posted by [Tupolev TU-95 Bear](#) on Sun, 17 May 2009 21:15:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

what ?

Subject: Re: [model replacement] special force rifle
Posted by [Starbuzzz](#) on Sun, 17 May 2009 22:13:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Sun, 17 May 2009 15:48what the heck?

Subject: Re: [model replacement] special force rifle
Posted by [BlueThen](#) on Sun, 17 May 2009 23:19:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Starbuck wrote on Sun, 17 May 2009 17:13Niko "The Lay" wrote on Sun, 17 May 2009 15:48what the heck?

Must be bugged, because this was the first time I viewed this topic.

Subject: Re: [model replacement] special force rifle
Posted by [slosha](#) on Sun, 17 May 2009 23:33:38 GMT

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

tbh that just looks silly.. nice job tho

Subject: Re: [model replacement] special force rifle
Posted by [Jamie or NuneGa](#) on Mon, 18 May 2009 00:15:47 GMT

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

RMCool13 wrote on Sun, 17 May 2009 21:14that's nice but ill stick to the classic AK-47

agreed although after like 2 days I found myself removing the .wav

Subject: Re: [model replacement] special force rifle
Posted by [anant](#) on Mon, 18 May 2009 02:56:14 GMT

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

RMCool13 wrote on Sun, 17 May 2009 15:14
but tbh im more interested in your nod solider texture, can you release it?

Subject: Re: [model replacement] special force rifle
Posted by [Dreganius](#) on Mon, 18 May 2009 06:27:49 GMT

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

Niko "The Lay" wrote on Mon, 18 May 2009 06:48what the heck?

PHOTOSHOPPED.

Look at some of the "t"s of Topic.
They have a curve at the top like an f, for, oh... say... FORUM.

Gotcha Scrinny, can't escape a Photoshop Mastah!

Subject: Re: [model replacement] special force rifle
Posted by [Scrin](#) on Mon, 18 May 2009 08:04:13 GMT

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

Imaoooo, that was my fail (i add only two dudes in there)

Subject: Re: [model replacement] special force rifle
Posted by [JsxKeule](#) on Mon, 18 May 2009 10:29:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok i finished the the spawn weapon
so for them who use my weapon

File Attachments

1) [snip2.JPG](#), downloaded 1289 times



2) [p_rifl.w3d](#), downloaded 216 times

Subject: Re: [model replacement] special force rifle
Posted by [Dreganius](#) on Mon, 18 May 2009 10:37:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well... It certainly is... Special.

Subject: Re: [model replacement] special force rifle
Posted by [Reaver11](#) on Mon, 18 May 2009 11:22:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is a nice gun only the end of it doesnt fit it. It is to slim in compare with the rest of the model.

Subject: Re: [model replacement] special force rifle
Posted by [JsxKeule](#) on Mon, 18 May 2009 12:16:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

here this end matches better with rest of weapon :\$

File Attachments

1) [snip2.JPG](#), downloaded 1244 times



JsxKeule

NE

100

Credits: 10004

Time Remaining: 1:00

Subject: Re: [model replacement] special force rifle
Posted by [Ma1kel](#) on Mon, 18 May 2009 19:24:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

it looks bigger than the default model

nice cheat

Subject: Re: [model replacement] special force rifle
Posted by [The Party](#) on Wed, 20 May 2009 13:49:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG REALLY? Just like di3hards airstrip model with the radar dish. stfu <.<

Subject: Re: [model replacement] special force rifle
Posted by [Vancer2](#) on Sun, 24 May 2009 18:39:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

He got deh scope off of deh EAgle Ramjet I converted to Renegade. (with help from Reborn Team) -- Didnt want to to take all the credit.

Subject: Re: [model replacement] special force rifle
Posted by [dirtycop](#) on Sun, 24 May 2009 19:25:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vancer2 wrote on Sun, 24 May 2009 20:39He got deh scope off of deh EAgle Ramjet I converted to Renegade.

Converted ? You just need to rename the w3d file to use it in rene. So GJ converting!

Subject: Re: [model replacement] special force rifle
Posted by [ErroR](#) on Mon, 25 May 2009 09:49:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

dirtycop wrote on Sun, 24 May 2009 22:25Vancer2 wrote on Sun, 24 May 2009 20:39He got deh scope off of deh EAgle Ramjet I converted to Renegade.

Converted ? You just need to rename the w3d file to use it in rene. So GJ converting!

not really, you have to reimport it and then export it
EDIT: unless it has the same file name

Subject: Re: [model replacement] special force rifle
Posted by [IAmFenix](#) on Sun, 31 May 2009 20:22:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Mon, 25 May 2009 04:49dirtycop wrote on Sun, 24 May 2009 22:25Vancer2 wrote on Sun, 24 May 2009 20:39He got deh scope off of deh EAgle Ramjet I converted to Renegade.

Converted ? You just need to rename the w3d file to use it in rene. So GJ converting!

not really, you have to reimport it and then export it
EDIT: unless it has the same file name
hex editor ftw?

Subject: Re: [model replacement] special force rifle
Posted by [Scrin](#) on Sun, 31 May 2009 20:42:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

few weeks ago damned keule ask me about help with this crap, and i have made 3 models + P_spawn model for him (too bad "me dumb")

Subject: Re: [model replacement] special force rifle
Posted by [JsxKeule](#) on Sun, 31 May 2009 20:56:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

and few weeks ago you gave me a hud and some textures
and now you cry like i little school girl when she loses her teddybear cause i use the same doors like you

Subject: Re: [model replacement] special force rifle
Posted by [LiL KiLLa](#) on Sun, 31 May 2009 20:58:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

JsxKeule wrote on Sun, 31 May 2009 22:56and few weeks ago you gave me a hud and some textures
and now you cry like i little school girl when she loses her teddybear cause i use the same doors like you

Ops PwND

Subject: Re: [model replacement] special force rifle
Posted by [ErroR](#) on Mon, 01 Jun 2009 19:55:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Sun, 31 May 2009 23:42few weeks ago damned keule ask me about help with this crap, and i have made 3 models + P_ spawn model for him (too bad "me dumb") cool, go complain.. somewhere else
