
Subject: How to make a weapon model thats a beta
Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Jun 2009 13:19:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes

I wanna try my hands on a beta renegade weapon

I want to replace it with the grenade launcher (theres no good models for it)

So how do i do it

I got all of the things i need to model
If u got any answers please tell me

File Attachments

1) [f5dawy.png](#), downloaded 412 times



Subject: Re: How to make a weapon model thats a beta
Posted by [ErroR](#) on Sat, 13 Jun 2009 13:30:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

that is an auto rifle, it's ugly, but you should model it from scratch. (which i doubt will be easy)

Subject: Re: How to make a weapon model thats a beta

Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Jun 2009 13:31:14 GMT

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

uhhmm i could try and get it from Solde survivors always.dat

(that im not installing as it crashes my renegade)

Subject: Re: How to make a weapon model thats a beta

Posted by [ErroR](#) on Sat, 13 Jun 2009 13:32:33 GMT

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

does sole survivor have that auto rifle? if so i can easily rig it to work in ren (if the file name is different)

Subject: Re: How to make a weapon model thats a beta

Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Jun 2009 13:37:00 GMT

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

Of course

I found a small video of it in the thread ' renegade 2' If u can rig it

I can try and make new hand positions for the gun

Subject: Re: How to make a weapon model thats a beta

Posted by [mr£Ä\\$Ä-z](#) on Sat, 13 Jun 2009 13:40:25 GMT

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

Wast that a Auto Shotgun?

Subject: Re: How to make a weapon model thats a beta

Posted by [ErroR](#) on Sat, 13 Jun 2009 13:42:10 GMT

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

don't know but that sounds cool btw, would you release your beta sniper rifle?

Subject: Re: How to make a weapon model thats a beta

Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Jun 2009 13:45:43 GMT

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

Yes madrackz

Theres a video proof on youtube just search in 'renegade beta footage 4'

And yes are u gonna release ur beta sniper rifle ?

Subject: Re: How to make a weapon model thats a beta
Posted by [mr£\\$Ä-z](#) on Sat, 13 Jun 2009 13:47:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont have my Beta Sniper anymore, i made it in 10 mins , i wasnt interessted in it

Subject: Re: How to make a weapon model thats a beta
Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Jun 2009 13:48:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

why i loved it

Subject: Re: How to make a weapon model thats a beta
Posted by [ErroR](#) on Sat, 13 Jun 2009 13:49:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: How to make a weapon model thats a beta
Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Jun 2009 13:59:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dont forget that there was a beta HUD from renegade

Which u still got madrackz

Subject: Re: How to make a weapon model thats a beta
Posted by [mr£\\$Ä-z](#) on Sat, 13 Jun 2009 14:42:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not anymore, i got rid of Beta stuff, i only use this HUD now, some Bump map and Grey Color:

Click here.

Subject: Re: How to make a weapon model thats a beta
Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Jun 2009 14:47:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

awww

before when u had the BETA hud how did u get it????

Subject: Re: How to make a weapon model thats a beta
Posted by [ErroR](#) on Sat, 13 Jun 2009 14:55:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

UR OBVIUSLY LIEN

Subject: Re: How to make a weapon model thats a beta
Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Jun 2009 18:34:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

----UPDATE----

i got the model from havoc
Now i need some one to tell me how to do it
