
Subject: Possible request?

Posted by [ChewML](#) on Mon, 12 Oct 2009 00:45:38 GMT

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Would this work in place of the chaingun?

<http://www.turbosquid.com/3d-models/m249-weapon-saw-3d-model/313577>

Also a nice pistol.

<http://www.turbosquid.com/3d-models/3dsmax-colt-anaconda/286783>

Anyone bored enough to make these work in Renegade?

Subject: Re: Possible request?

Posted by [Altzan](#) on Mon, 12 Oct 2009 02:20:42 GMT

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mmmmaybe I could do pistol, but last time I boned a weapon the texture did not work

Subject: Re: Possible request?

Posted by [GEORGE ZIMMER](#) on Mon, 12 Oct 2009 03:50:29 GMT

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That SAW (well, might not have been that one exactly, but looked a fair bunch like it and was a SAW) was actually made into the chaingun by Urimas awhile back, I think. Search for one of his awesome model replacement topics, it'll probably be there.

As for the Colt, if someone DOES make that, PLEASE DON'T JUST MAKE IT FOR A PISTOL REPLACEMENT. Make a separately named, fully rigged version that won't replace the pistol as there's about zero revolver models out there :[

Subject: Re: Possible request?

Posted by [Boofst0rm](#) on Mon, 12 Oct 2009 06:49:55 GMT

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chaingun

<http://www.st0rm.net/forum/showthread.php?t=7734>

dunno if urimas did it or blackdragon

Subject: Re: Possible request?

Posted by [Tupolev TU-95 Bear](#) on Mon, 12 Oct 2009 06:56:53 GMT

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Or better, convert it from A Path Beyond

Subject: Re: Possible request?

Posted by [Reaver11](#) on Mon, 12 Oct 2009 07:52:15 GMT

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That pistol looks planar mapped

Thing with boning new handpositions you will always need to add custom hands. Which in turn will conflict: GDI and NOD will have the same hands. Which is a thing I don't like.

If there is someone around here that could tell me how to keep the GDI and NOD hands then I will give it a go and bone it. (cause tbh the hands that urimas used are pretty ugly, I can see why he had to but still)

Subject: Re: Possible request?

Posted by [Gen_Blacky](#) on Mon, 12 Oct 2009 08:27:20 GMT

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Reaver11 wrote on Mon, 12 October 2009 02:52 That pistol looks planar mapped

Thing with boning new handpositions you will always need to add custom hands. Which in turn will conflict: GDI and NOD will have the same hands. Which is a thing I don't like.

If there is someone around here that could tell me how to keep the GDI and NOD hands then I will give it a go and bone it. (cause tbh the hands that urimas used are pretty ugly, I can see why he had to but still)

You don't need custom hand that's the incorrect way to do it unless you setup a new weapon preset. just change the hand positions with the hand and gun animations the bones in the animation change the position of the gdi or nod hands.

<http://www.renegadehelp.net/index.php?act=tutorial&id=6181>

use the gun_hands to set a weapons hand positions and export pure animation and follow that tutorial.

Subject: Re: Possible request?

Posted by [Reaver11](#) on Mon, 12 Oct 2009 12:07:54 GMT

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So those hands are just a placeholder?

Subject: Re: Possible request?

Posted by [GEORGE ZIMMER](#) on Mon, 12 Oct 2009 12:09:40 GMT

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Reaver11 wrote on Mon, 12 October 2009 07:07: So those hands are just a placeholder? I don't know dick about hand positions, but I'm pretty sure that's just an animation, not the actual model, if I'm not mistaken. I'm not sure if the original hand models need to have this animation attached to them or not, though.

Subject: Re: Possible request?

Posted by [GrimmNL](#) on Tue, 13 Oct 2009 01:13:51 GMT

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making a 6-round revolver a replacement for a 12-round pistol. brilliant.
and i though bf2142 10-round revolver was bad >.<

Subject: Re: Possible request?

Posted by [ChewML](#) on Tue, 13 Oct 2009 18:01:58 GMT

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GrimmNL wrote on Mon, 12 October 2009 20:13: making a 6-round revolver a replacement for a 12-round pistol. brilliant.
and i though bf2142 10-round revolver was bad >.<

Could just pretend it is a 12 round revolver... I just want a new pistol.
