Subject: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Reaver11 on Mon, 07 Dec 2009 21:45:06 GMT
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Yes the day is finally there sorry it took so long

I have here for you fully boned and ready to be used ingame the Beta cinematic pistol and the beta automatic shotgun!

First some pics and the files are added in the bottom.
I hope you guys like them!

>The beta cinematic pistol<

The texture quality isnt the best but you guys can expect an update in the future.
This is actually the real w_pist.dds but a bit alterd.

>The Beta Shotgun<

This is the beta shotgun.
As the name states it replaces the shotgun.
It is fully rigged and loaded to kill!

Also the source files will be released lateron in a new big beta package which includes a lot of new fixed up beta goodies!

Thats all for now. Tell me what you think.

File Attachments
1) Betapistol(Reaver).zip, downloaded 278 times
2) BetaShotgun(Reaver).zip, downloaded 295 times

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Tupolev TU-95 Bear on Mon, 07 Dec 2009 21:46:13 GMT
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time to kill  nice job

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Spyder on Mon, 07 Dec 2009 22:13:03 GMT
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Very nice.
If I had a cookie, I'd give it to you.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by slosha on Mon, 07 Dec 2009 23:19:43 GMT
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I'm going to try the shot gun. Thanks!

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by nope.avi on Tue, 08 Dec 2009 00:03:44 GMT
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Sweet, the pisol looks like a deagle.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Kimb on Tue, 08 Dec 2009 14:04:51 GMT
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awesome

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by The Party on Tue, 08 Dec 2009 19:08:38 GMT
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There is a file in the .dat that is somthing like Pistol_fire.wav which is the pistol sound firing, but without a silencer.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Reaver11 on Tue, 08 Dec 2009 21:08:09 GMT
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The G-Man wrote on Wed, 09 December 2009 06:08There is a file in the .dat that is somthing like Pistol_fire.wav which is the pistol sound firing, but without a silencer.

True I can also recal another wav file which is used in the mission. Where Locke is saying that you can use your pistol silenced with shift. I think Westwood intended that to be in the game but they kinda skipped it.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Altzan on Tue, 08 Dec 2009 23:32:02 GMT
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That shotgun looks like a grenade launcher from Quake II.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by zeratul on Tue, 08 Dec 2009 23:55:03 GMT
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Altzan wrote on Tue, 08 December 2009 18:32That shotgun looks like a grenade launcher from Quake II.
i noticed that and i say kick ass

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by The Party on Wed, 09 Dec 2009 16:10:58 GMT
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Reaver11 wrote on Tue, 08 December 2009 15:08The G-Man wrote on Wed, 09 December 2009 06:08There is a file in the .dat that is somthing like Pistol_fire.wav which is the pistol sound firing, but without a silencer.

True I can also recal another wav file which is used in the mission. Where Locke is saying that you can use your pistol silenced with shift. I think Westwood intended that to be in the game but they kinda skipped it.

I can see why they did it, it would be pointless anyway...just a waste of coding. Either sound would still tirgger the same response from the AI and people can still see where you are coming from with it aswell.

Zeratul wrote on Tue, 08 December 2009 17:55Altzan wrote on Tue, 08 December 2009 18:32That shotgun looks like a grenade launcher from Quake II.
i noticed that and i say kick ass


Its the weapon that is from the Pre Realeased Renegade. Back when the Auto Rifle was held down at the waiste.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Tupolev TU-95 Bear on Wed, 09 Dec 2009 17:04:30 GMT
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chainguns not autorifles

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Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Boofst0rm on Thu, 10 Dec 2009 04:01:18 GMT
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look at those arms

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by ErroR on Fri, 11 Dec 2009 20:08:47 GMT
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Awesome! Good job man  maybe will make that pistol more detailed already. Changed pc and
don't have internet.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Poskov on Sat, 12 Dec 2009 01:01:05 GMT
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Nice, but the pistol is too wide/thick

and could non replacements be made for the models?

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Reaver11 on Sat, 12 Dec 2009 11:39:33 GMT
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I don't think its too fat the uvw coordinates where supplied since the original unwarp of the third
person model is still availeble. (In always.dat w_pist.dds if Im correct)

Ah I was wondering where you are Error
I hope you get get your internet back.

EDIT: Yes that could be done Poskov only I dont really find a use for it atm. I could do it but where
do you need it for?

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Canadacdn on Sun, 13 Dec 2009 06:43:54 GMT
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Beta shotgun isn't that good, looks like you smashed together the default Ren grenade launcher and the Autorifle from the Sole Survivor mod, bro. The beta pistol's model looks nice, though.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Reaver11 on Sun, 13 Dec 2009 13:29:35 GMT
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True but thats mainly since I have too little information of the original shotgun.
Especially the back part.
Even the frontpart was a bit of a guess and checking out a lot of old movies and such.

From what I know they have created the Grenadelauncher after the automatic shotgun.
Basically just transforming the model.
I didnt use any meshparts of the Sole Survivor gun only I have used the cliptexture. (Which they are credited for in the readme)

I will see what I can do to get it closer to the original.
Since I can understand what you are saying Canadacdn.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by GoldDrag on Mon, 14 Dec 2009 15:15:11 GMT
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Nice but I think the shotgun would be better as grenade launcher

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by GEORGE ZIMMER on Mon, 14 Dec 2009 18:23:03 GMT
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GoldDrag wrote on Mon, 14 December 2009 09:15Nice but I think the shotgun would be better as grenade launcher
This. I'm almost positive that was a grenade launcher.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Tupolev TU-95 Bear on Mon, 14 Dec 2009 18:55:49 GMT
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GEORGE ZIMMER wrote on Mon, 14 December 2009 18:23GoldDrag wrote on Mon, 14 December 2009 09:15Nice but I think the shotgun would be better as grenade launcher
This. I'm almost positive that was a grenade launcher.
many said it was a grenade launcher due to its shape

---

but infact the shotgun is based off the AA-12 shotgun

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by GEORGE ZIMMER on Mon, 14 Dec 2009 19:35:15 GMT
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GOL14TH wrote on Mon, 14 December 2009 12:55GEORGE ZIMMER wrote on Mon, 14 December 2009 18:23GoldDrag wrote on Mon, 14 December 2009 09:15Nice but I think the shotgun would be better as grenade launcher
This. I'm almost positive that was a grenade launcher.
many said it was a grenade launcher due to its shape

but infact the shotgun is based off the AA-12 shotgun
I'd believe that if it weren't for the fact that there's a couple shells in the cartridge/magazine/whatever that are way too big to be shotgun shells... and, it looks to be as though there'd be 6-8 if all the shells in that thing were in order (which I'm assuming they would be).

I dunno, why would you base a shotgun off an automatic shotgun, then give it only 6-8 shots?

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Tupolev TU-95 Bear on Mon, 14 Dec 2009 19:54:30 GMT
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westwood orignally planned this but i guess they removed it due to it being waaaayyyy too realistic

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Reaver11 on Mon, 14 Dec 2009 20:07:09 GMT
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I have no clue how many bullets westwood would give to the automatic shotgun. Since its glitched in the movies and just shoots when reloading.

In this movie you will see the autorifle/shotgun in action ->
http://www.youtube.com/watch?v=IDROF8Qu7AU

I cannot make anything else than an automatic shotgun out of that.

---

Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Tupolev TU-95 Bear on Mon, 14 Dec 2009 20:15:43 GMT
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i belive to have found the sound file

---

## Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by samous on Thu, 17 Dec 2009 03:15:48 GMT
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I love the pistol, even with the slightly fuzzy graphics, but the shotgun? Yeah... thats not a shot gun. (I know there are ones like that, but I'm just joking around)

=Samous

---

## Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by Poskov on Mon, 21 Dec 2009 03:01:56 GMT
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Reaver11 wrote on Sat, 12 December 2009 05:39
EDIT: Yes that could be done Poskov only I dont really find a use for it atm. I could do it but where do you need it for?

Mind also making all the beta guns (railgun, rocket launcher) and making them non replacements.

I was thinking of setting up a server where you can play with both the beta guns and standard guns. They'd have different stats so using a beta gun wouldn't be purly cosmetic.