
Subject: OpFb: Beretta - Standar pistol replacement
Posted by [laeubi](#) on Fri, 23 May 2003 17:56:41 GMT
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Ok, as I promised here you have the Beretta as a replacement for the standard Renegade pistol:

You find the download at <http://www.laeubi.de/gmax>

Just extract the file in your Renegade\Data directory and have fun
and *boink* some people with your new pistol

This pistol will also be used as standard pistol for my Operation Flashback Mod.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Ferhago](#) on Fri, 23 May 2003 19:23:41 GMT
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SWWWWEEEEEEEEEEEEEEEEEEEEEEEEEEEEET

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Majiin Vegeta](#) on Fri, 23 May 2003 19:59:41 GMT
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thnx man this has been the best model so far
tell the creator good job

i been having fun with it for a few days now

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [maytridy](#) on Fri, 23 May 2003 20:00:49 GMT
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Downloading.....

Subject: Re: OpFb: Beretta - Standar pistol replacement
Posted by [Sir Phoenixx](#) on Fri, 23 May 2003 20:07:15 GMT
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LaeubiOk, as I promised here you have the Beretta as a replacement for the standard Renegade pistol:

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Is it just the screenshot, or is the barrel like an inch or two too short and the grip an inch or two too long?

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [maytridy](#) on Fri, 23 May 2003 20:21:33 GMT
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Quote:Is it just the screenshot, or is the barrel like an inch or two too short and the grip an inch or two too long?

Just the screenshot.

I just tried it out in-game and it rocks! Really detailed animations. Great job!

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Sir Phoenixx](#) on Fri, 23 May 2003 20:26:44 GMT
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Laubi can you take a screenshot of the m9 directly from the side? (use the left/front/top/etc. viewport)?

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [laeubi](#) on Fri, 23 May 2003 21:40:01 GMT
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the screen is taken out of the w3d-viwer, bacue gMax don't support Render images. But the w3d-Viever stretches the whole thing a bit

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [ArUsH4nll](#) on Fri, 23 May 2003 22:45:16 GMT
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Yeee-Haw!!

whoot!

ex..cellent.....

TOPS!

cool, thx dude

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [gendres](#) on Sat, 24 May 2003 06:16:54 GMT
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VERY nice, works perfectly and looks really cool

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [MeXadiaz](#) on Sat, 24 May 2003 15:15:22 GMT
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Just spawn a pistol with a c130 drop code to see a ingame side veiw.

```
-200 Create_Real_Object, 5, "POW_Pistol_Player"
```

should work for you... or if you want to spawn it on land with an orca dropping it..

```
-400 Create_Real_Object, 6, "CnC_GDI_Orca"  
-600 Create_Real_Object, 7, "POW_Pistol_Player", 6
```

BTW, it rocks.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [tarsonis9](#) on Sat, 24 May 2003 18:27:00 GMT
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what files in the zip file go into data? all I see is a bunch of w3d files and a few screenshots.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [laeubi](#) on Sat, 24 May 2003 18:39:04 GMT
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All files goes to the data dir.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Fabian](#) on Sun, 25 May 2003 00:13:17 GMT
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you should have a .wav to match

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [ArUsH4nll](#) on Sun, 25 May 2003 10:12:47 GMT
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yeah, stuff the stupid "silenced pistol" sound because when ur using a pistol, ur gonna be seen anywayz!

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [ArUsH4nll](#) on Sun, 25 May 2003 10:15:17 GMT
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yeah, forget the "silenced pistol" sound that SUCKS.
because if your using a pistol that usually means ur at close range and ur spotted anywhoos!

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Sir Phoenixx](#) on Sun, 25 May 2003 19:06:22 GMT
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ArUsH4nll yeah, stuff the stupid "silenced pistol" sound because when ur using a pistol, ur gonna be seen anywayz!

ArUsH4nll, 3 minutes later! yeah, forget the "silenced pistol" sound that SUCKS.
because if your using a pistol that usually means ur at close range and ur spotted anywhoos!

Are you doing this intentionally, or are you too slow to remember that you've already replied with basicly the same message 3 minutes earlier?

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [ArUsH4nll](#) on Mon, 26 May 2003 07:06:10 GMT
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i posted a message on another topic be4 that then i posted that, and it said that it was to close to the other one in time.

so i clicked back and typed it again, then posted it, and it turned out the one were it said it couldnt post WAS POSTED so it was messed up weird, i know :tellme: ???

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Skier222](#) on Wed, 28 May 2003 01:06:22 GMT
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good job, amazing

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Ferhago](#) on Sat, 31 May 2003 13:52:31 GMT
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Will you make a custom sound for the pistol too?

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [maytridy](#) on Sat, 31 May 2003 14:51:11 GMT
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Quote:Will you make a custom sound for the pistol too?

Yeah, that would be really cool.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Fabian](#) on Sat, 31 May 2003 19:56:30 GMT
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use wpistfire.wav (extract it) and name it "pistol_fire_silenced"

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [maytridy](#) on Sun, 01 Jun 2003 00:09:27 GMT
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SEAL just gave me the Beretta sound DL link:

http://www.members.aol.com/mattx909/myhomepage/mattsfiles/sound_replacement_beretta.zip

Have fun.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Aircraftkiller](#) on Sun, 01 Jun 2003 00:41:10 GMT
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What a motherfucking idiot.

The pistol uses *three* *.tga textures, and on top of that, they're enormous! Uhh, gee George, three *.tga textures that are above 512x512 will cause a lot of framerate issues, just for a single pistol! He obviously didn't make it, neither did anyone on his "team." This was stolen from a website, probably "Weapon Hacks" or some other similiarly unknown website...

Then the fucker has the audacity to write "Don't use this without permission of the team," like he actually made it.

What a goddamned idiot.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [maytridy](#) on Sun, 01 Jun 2003 01:34:17 GMT
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Quote:What a motherfucking idiot.

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Who are you talking to? Laeubi?

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Fabian](#) on Sun, 01 Jun 2003 01:39:41 GMT
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okay, if my math is correct, which it is, those three skins can be merged to form one big, 587 X 587 skin. This is only ~15% larger than the original silenced pistol, and shouldnt cause framerate problems like ack said.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Ferhago](#) on Mon, 02 Jun 2003 14:29:03 GMT

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No framerate probs for me. It runs sm00th like butta

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [laeubi](#) on Mon, 02 Jun 2003 14:38:31 GMT

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standard WS missing texture thing (I one must isntalle Ren on an old 1,2 because my other was crashed and the Standard WS texture appears even on WS vehicles because this HD WAS REAL CRAP! ^^)

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [kawolsky](#) on Mon, 02 Jun 2003 16:37:07 GMT

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KEWL

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Ferhago](#) on Mon, 08 Sep 2003 22:58:30 GMT

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I lost the model and the link is broken. Where else can I get it I REALLY like it

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Griever92](#) on Mon, 08 Sep 2003 23:06:26 GMT

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maytridyQuote:What a motherfucking idiot.

The pistol uses *three* *.tga textures, and on top of that, they're enormous! Uhh, gee George, three *.tga textures that are above 512x512 will cause a lot of framerate issues, just for a single pistol! He obviously didn't make it, neither did anyone on his "team." This was stolen from a website, probably "Weapon Hacks" or some other similiarly unknown website...

Then the fucker has the audacity to write "Don't use this without permission of the team," like he actually made it.

What a goddamned idiot.

Who are you talking to? Laeubi?

umm, what do you think, is anyone else in this topic talking about a pistol that they *supposedly* modeled?

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [TheMouse](#) on Tue, 09 Sep 2003 18:20:40 GMT
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none of the links work.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [Majiin Vegeta](#) on Tue, 09 Sep 2003 19:05:13 GMT
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i have it..

looks great

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [laeubi](#) on Tue, 09 Sep 2003 19:10:21 GMT
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arg... a brocken file was the problem.. and I'm switching ATM to a new DL' skript.. but I ahve fixed the DL and it should now work

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [smwScott](#) on Tue, 09 Sep 2003 21:53:40 GMT
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Yeah, this is a great model. I wish I could find some for other guns.

Subject: OpFb: Beretta - Standar pistol replacement
Posted by [bigjoe14](#) on Tue, 09 Sep 2003 22:09:48 GMT
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I just found the absolutely perfect sound for the Baretta!

Subject: OpFb: Beretta - Standar pistol replacement

Posted by [Majiin Vegeta](#) on Tue, 09 Sep 2003 22:54:20 GMT

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bigejoe14I just found the absolutely perfect sound for the Baretta!

seems a bit long...

Subject: OpFb: Beretta - Standar pistol replacement

Posted by [Ferhago](#) on Wed, 10 Sep 2003 05:50:13 GMT

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NAh it works great its the tailgun fire sound in the always.dat folder

Subject: OpFb: Beretta - Standar pistol replacement

Posted by [smwScott](#) on Fri, 12 Sep 2003 21:31:48 GMT

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I have another sound for the pistol, found it somewhere else but it works really well.
