
Subject: Re: Barret .50-Caliber anti-material rifle
Posted by [FynexFox](#) on Sat, 09 Sep 2006 17:25:59 GMT
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EDIT: NM renegade is working fine now

I got a present for ya!

Sizing isnt perfect yet, nor are hand positions, and it isnt textured as you can plainly see...but it does fire perfectly straight and as you can see it doesnt look to shitty ingame, cant wait till its textured:-), catch me on AIM merogrivian(sp)

Game doesnt lag either.

File Attachments

1) [Screensnap 01.jpg](#), downloaded 984 times



XBLADE

NW

EVA
+100
100

The mini-map shows a green arrow pointing towards the Northwest (NW) and concentric green circles representing the player's field of view. Below the map is a green health/armor bar with a white cross icon and the number '100'.

Credits: 10013
Time Remaining

2) [Screensnap 02.jpg](#), downloaded 950 times



Tiberium Refinery

W

EVA

+100
100

Credits: 99574
Time Remaining: 00:00