Subject: Ren Pistol replacement*img*
Posted by Sparxxx on Sun, 24 Apr 2005 20:46:32 GMT
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I have made some animations for one of my older models. I replaced the Renegade pistol, but I also include all g-max files. So it´s possible to replace any model you want. Every animation is included. The file contains the w3d Files which will replace the Ren pistol and the gmax files.

It´s nothing special, but maybe someone is interested.

An the Download:
http://www.tomtinathiele.de/Temp/Pistol.zip

The File is only for a few hours on the server, because of my limmited bandwith So please share the file with others who come later or feel free to upload it somewhere else.

Subject: Ren Pistol replacement*img*
Posted by Hav0c on Sun, 24 Apr 2005 21:44:33 GMT
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Get it RG approved.

Subject: Ren Pistol replacement*img*
Posted by icedog90 on Sun, 24 Apr 2005 23:01:48 GMT
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Even though that texture was taken off of some picture, it still looks like a pretty good glock for Renegade (better than the regular pistol).

The only thing I suggest is fixing it so that the gun isn't sticking out so dang far... it should be a lot closer.

Subject: Ren Pistol replacement*img*
Posted by Sir Phoenixx on Mon, 25 Apr 2005 00:05:05 GMT
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Besides the texture being a photo you found and pasted it on it, the smoothing groups on the slide need a little attention, and you could have included some of the small-but-large-enough features

like switches/etc. on the gun in the model itself instead of just the texture.

Subject: Ren Pistol replacement*img*
Posted by flyingfox on Mon, 25 Apr 2005 00:58:18 GMT
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hmm, are you sure in the world war 2 era they had teched up enough for some heavy shit like that? I've seen the colt, an automatic pistol, and the luger which has a little flap at the back that you put down when you reload. but not one of those things you've made.

I agree that the model could do with some parts of it which are just a texture, like the little black bit behind the shell ejector.

Subject: Ren Pistol replacement*img*
Posted by icedog90 on Mon, 25 Apr 2005 03:26:36 GMT
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This is not World War 2.

Subject: Ren Pistol replacement*img*
Posted by Sparxxx on Mon, 25 Apr 2005 05:32:17 GMT
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Thanks for the suggestions. I know that the model and the texture aren´t very good. The pistol was one of my first models. I only was bored a bit yesterday. So I tried to make some (good) animations.

Subject: Ren Pistol replacement*img*
Posted by idebo on Tue, 26 Apr 2005 08:13:22 GMT
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Hav0cGet it RG approved.

Subject: Ren Pistol replacement*img*
Posted by Spice on Tue, 26 Apr 2005 10:00:15 GMT
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It can't be , as far as I know. To approve it they would have to set Renguard to allow the file f_gm_pistl.w3d (Or whatever it's named).
Once that is approved someone can make a huge box over a weapon and export it as

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f_gm_pistl.w3d and with the right settings it will work just like bighead does.

At least that is how I think renguard works.

Subject: Ren Pistol replacement*img*
Posted by idebo on Tue, 26 Apr 2005 11:03:00 GMT
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EXdeath7It can't be , as far as I know. To approve it they would have to set Renguard to allow the file f_gm_pistl.w3d (Or whatever it's named).
Once that is approved someone can make a huge box over a weapon and export it as f_gm_pistl.w3d and with the right settings it will work just like bighead does.

At least that is how I think renguard works.
Can't they just talk to Crimson or someone else, I mean, the Reborn surprise is RG allowed.

Subject: Ren Pistol replacement*img*
Posted by flyingfox on Tue, 26 Apr 2005 12:04:42 GMT
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icedog90This is not World War 2.

I thought the game was set around the world war 2 era..

Subject: Ren Pistol replacement*img*
Posted by Chronojam on Tue, 26 Apr 2005 12:52:08 GMT
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Are we talking about the same game here?

The author could try talking to Mac about getting this specific file approved for RG use.

Subject: Ren Pistol replacement*img*
Posted by icedog90 on Tue, 26 Apr 2005 17:53:03 GMT
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I think they're able to approve a file that's only a specific size.

Subject: Ren Pistol replacement*img*
Posted by Oblivion165 on Tue, 26 Apr 2005 18:01:04 GMT

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flyingfoxicedog90This is not World War 2.

I thought the game was set around the world war 2 era..

It is.

Well erm.....Red Alert is ww2, but renegade is a mix of tiberian sun and red alert...i guess.

Subject: Ren Pistol replacement*img*
Posted by Chronojam on Tue, 26 Apr 2005 18:25:52 GMT

Which would be more around 2000 as opposed to 1940

Subject: Ren Pistol replacement*img*
Posted by Hav0c on Tue, 26 Apr 2005 18:53:50 GMT

Lol.

Subject: Ren Pistol replacement*img*
Posted by M1Garand8 on Wed, 27 Apr 2005 00:10:35 GMT

ideboHav0cGet it RG approved.

Pistol models are already RG approved (See Colt. 45 Replacement model, every pistol replacement models use the same file names).

Subject: Ren Pistol replacement*img*
Posted by PhrozenUnit on Wed, 27 Apr 2005 05:09:16 GMT

People, Renguard does NOT approve based on filenames. It approves on hashes of the files content. That means if you take a approved file, and change just 1 byte in it, it isn't approved anymore and Renguard complains and stops you from using that file.

Subject: Ren Pistol replacement*img*

Posted by [idebo](#) on Wed, 27 Apr 2005 07:33:17 GMT
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Oblivion165flyingfoxicedog90This is not World War 2.

I thought the game was set around the world war 2 era..

It is.

Well erm.....Red Alert is ww2, but renegade is a mix of tiberian sun and red alert...i guess.
Lol, Red Alert isn't WW2, and Renegade is a mix of TD and TS.

Subject: Ren Pistol replacement*img*
Posted by [idebo](#) on Wed, 27 Apr 2005 07:34:04 GMT
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Oblivion165flyingfoxicedog90This is not World War 2.

I thought the game was set around the world war 2 era..

It is.

Well erm.....Red Alert is ww2, but renegade is a mix of tiberian sun and red alert...i guess.
Lol, Red Alert isn't WW2, it's an alternate world, and Renegade is a mix of TD and TS.

Subject: Ren Pistol replacement*img*
Posted by [Chronojam](#) on Wed, 27 Apr 2005 12:38:46 GMT
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ideboOblivion165flyingfoxicedog90This is not World War 2.

I thought the game was set around the world war 2 era..

It is.

Well erm.....Red Alert is ww2, but renegade is a mix of tiberian sun and red alert...i guess.
Lol, Red Alert isn't WW2, and Renegade is a mix of TD and TS.
In terms of C&C it replaces the event that was World War 2. And everybody knows that Renegade
is a remake of the Vietnam conflict :rolleyes:

Subject: Ren Pistol replacement*img*
Posted by [icedog90](#) on Thu, 28 Apr 2005 01:09:55 GMT
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Well, this topic has gone quite off-topic. We should bring it back on topic now since that's resolved.

Sparxxx, do you plan on modifying the animations so that your character isn't pointing the Glock out so far?

Subject: Ren Pistol replacement*img*
Posted by Sparxxx on Thu, 28 Apr 2005 04:53:20 GMT
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Thats easy to do. You can make it by yourself. you must only move the arm bones in the f_ha_pist_... files a litte bit backwards. Or if you use the pistol in a Mod Package change the 1stPersonOffset.

Subject: Ren Pistol replacement*img*
Posted by icedog90 on Thu, 28 Apr 2005 05:11:31 GMT
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Have any kind of tutorials for this? I've never attempted weapon rigging before. I've tried reading Läubi's tutorial, but it was hard to understand. I actually wish he'd take the time to redo all of his tutorials... that would rock.

Subject: Ren Pistol replacement*img*
Posted by Oblivion165 on Thu, 28 Apr 2005 05:34:40 GMT
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Edit by YSL: No more!

Subject: Ren Pistol replacement*img*
Posted by icedog90 on Thu, 28 Apr 2005 05:43:25 GMT
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Thanks for throwing it off topic again... too bad my request will probably be ignored now.

Subject: Ren Pistol replacement*img*
Posted by Sparxxx on Thu, 28 Apr 2005 15:04:49 GMT
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here´s the one which is more near to the player.

www.tom-tina-thiele.de/Temp/pistol.rar

didn´t change anything else.