
Subject: [model/replacement]Im Back! Weapon Replacements

Posted by [Urimas](#) on Wed, 15 Aug 2007 19:35:40 GMT

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hello long time no see (been at australia xD) and im redoing animations (im not gona join anymore teams its to stressful)

and im only doing REAL weapons now so to start with my m16 v2 heres a vid + gun + bullets (ive even edited the bullets to leave a heat trail!)

File Attachments

1) [m16 v2.wmv](#), downloaded 397 times

2) [m16.zip](#), downloaded 292 times

3) [bullets.zip](#), downloaded 278 times

Subject: Re: Im Back! Weapon Replacements

Posted by [Cpo64](#) on Wed, 15 Aug 2007 19:45:48 GMT

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Heat Trail? You mean tracers?

Subject: Re: Im Back! Weapon Replacements

Posted by [Urimas](#) on Wed, 15 Aug 2007 20:11:10 GMT

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yup if you look at vid you'll see

Subject: Re: Im Back! Weapon Replacements

Posted by [sadukar09](#) on Wed, 15 Aug 2007 20:50:31 GMT

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That's kind of an advantage if you ask me :) but good work

EDIT: I had a custom char arms and wrist, when I used your gun it got a W3D error (ie. the Westwood logo over white.) D:

Subject: Re: Im Back! Weapon Replacements

Posted by [IronWarrior](#) on Wed, 15 Aug 2007 20:58:38 GMT

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Urimas wrote on Wed, 15 August 2007 12:35hello long time no see (been at australia xD) and im redoing animations (im not gona join anymore teams its to stressful)

and im only doing REAL weapons now so to start with my m16 v2 heres a vid + gun + bullets (ive even edited the bullets to leave a heat trail!)

As this seem's to be a public released, you have no problem's with me putting this on <http://www.game-maps.net> then?

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Wed, 15 Aug 2007 21:00:18 GMT
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oops forgot to add the arm skins xD ill add them now :s but heres a vid of me and my weapons in action
<http://www.fileden.com/files/2007/5/25/1111692/Meinaction.zip>" My Weapons in Action
im posting a vid of my skills cuz i get called a cheater alot and i wana prove i dont.

nope go ahead but give credit

File Attachments

1) [arm skin.zip](#), downloaded 255 times

Subject: Re: Im Back! Weapon Replacements
Posted by [sadukar09](#) on Wed, 15 Aug 2007 21:04:34 GMT
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I'm still getting the w3d error. Could it be that my skins are not compatible? (I had the Reborn Soldier wrists+PAC wrists.

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Wed, 15 Aug 2007 21:15:57 GMT
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well these arms are part of the model so the original arms are off screen so i dunno whats going on :s

ok last weapon for now G36K v2

cant post vid Windows movie maker is playing up -.-

(arm skin included)

File Attachments

1) [G36k.zip](#), downloaded 278 times

Subject: Re: Im Back! Weapon Replacements

Posted by [BlazeDragoon](#) on Wed, 15 Aug 2007 22:28:53 GMT

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I was wondering if it's possible to use these as new models as well rather than replacments. I was thinking of possibly using some models for my mod(with your permission=P) but I've never messed with weapons much and I don't want to replace weapons.

Subject: Re: Im Back! Weapon Replacements

Posted by [sadukar09](#) on Wed, 15 Aug 2007 22:29:14 GMT

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OMFG!!! The thing is fixed anyways good work on both of them

btw...wtf?

Subject: Re: Im Back! Weapon Replacements

Posted by [Urimas](#) on Wed, 15 Aug 2007 23:17:28 GMT

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hmm odd guess im just gona have to rummige around in my Renegade weapon folder for the Textures i used :s.....xD well hes my kill score in 1 game (im all ways the best killer)

<http://img262.imageshack.us/img262/9491/mykillsua3.png>
(and i dont use Vechles!) well im off to bed laterz.

Subject: Re: Im Back! Weapon Replacements

Posted by [Zion](#) on Thu, 16 Aug 2007 11:49:03 GMT

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Well now that you're back, i don't think APB or AR will take you back since you've been away for so long. Could you not have got onto the internet somehow and told us? APB has been in such a dire need of a rigger that they even came to us to rig them for them.

Subject: Re: Im Back! Weapon Replacements

Posted by [sadukar09](#) on Thu, 16 Aug 2007 13:04:03 GMT

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Bullet trails isnt compatible with renguard :V
EDIT: Take that back, everything isn't compatible

Subject: Re: Im Back! Weapon Replacements
Posted by [SWNight](#) on Thu, 16 Aug 2007 13:09:08 GMT
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Because rg looks for .ddb and .w3d files ect...

Subject: Re: Im Back! Weapon Replacements
Posted by [slavik262](#) on Thu, 16 Aug 2007 13:41:24 GMT
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Urimas, I love all of your replacements.

However, would you consider getting them sorted out with the RenGuard people so that they get on the list of RG-approved models? Being able to run RG with your models would be amazing.

Subject: Re: Im Back! Weapon Replacements
Posted by [Dreganius](#) on Thu, 16 Aug 2007 14:27:17 GMT
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u were in Australia? sweet mate

good weps too ^^

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Thu, 16 Aug 2007 15:58:33 GMT
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i dunno how to get them aproved :s

Subject: Re: Im Back! Weapon Replacements
Posted by [Goztow](#) on Thu, 16 Aug 2007 16:28:26 GMT
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Although the trails look cool, I doubt they'll ever get RG aprooved.

Subject: Re: Im Back! Weapon Replacements
Posted by [OWA](#) on Fri, 17 Aug 2007 23:43:27 GMT
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Welcome back man

Subject: Re: Im Back! Weapon Replacements
Posted by [jamiejrg](#) on Sat, 18 Aug 2007 02:53:50 GMT
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Do the RG people even 'approve' files?

That would defeat the whole purpose. What's stopping me from getting the w_ion model 'approved' then making it huge with a flag that says, "RIGHT FUCKING HERE" attached to it?

Jamie

Subject: Re: Im Back! Weapon Replacements
Posted by [Gen_Blacky](#) on Sat, 18 Aug 2007 02:57:20 GMT
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casue they they look at the file and then put then mark the file size and stuff so u cant do that

Subject: Re: Im Back! Weapon Replacements
Posted by [R315r4z0r](#) on Sat, 18 Aug 2007 03:57:54 GMT
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It isn't hard to mimic file size. You make something small in size, but big, and then just add onto it until you get the desired file size.

Subject: Re: Im Back! Weapon Replacements
Posted by [Gen_Blacky](#) on Sat, 18 Aug 2007 20:19:32 GMT
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yea but they do something to the file so u cant do that i thinks

Subject: Re: Im Back! Weapon Replacements
Posted by [IronWarrior](#) on Sun, 19 Aug 2007 07:55:47 GMT
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These now have been added to Game-Maps.NET

M16

G§6k

Enjoy.

Subject: Re: Im Back! Weapon Replacements
Posted by [sadukar09](#) on Sun, 19 Aug 2007 12:06:15 GMT
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IronWarrior wrote on Sun, 19 August 2007 02:55These now have been added to Game-Maps.NET

M16

G§6k

Enjoy.

Umm...adding non-RG approved file is kinda...not good?

Subject: Re: Im Back! Weapon Replacements
Posted by [OWA](#) on Sun, 19 Aug 2007 18:59:50 GMT
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sadukar09 wrote on Sun, 19 August 2007 13:06IronWarrior wrote on Sun, 19 August 2007 02:55These now have been added to Game-Maps.NET

M16

G§6k

Enjoy.

Umm...adding non-RG approved file is kinda...not good?
Balls! They can still be used in singleplayer.

Subject: Re: Im Back! Weapon Replacements
Posted by [IronWarrior](#) on Sun, 19 Aug 2007 19:55:08 GMT
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sadukar09 wrote on Sun, 19 August 2007 07:06IronWarrior wrote on Sun, 19 August 2007

02:55These now have been added to Game-Maps.NET

M16

G\$6k

Enjoy.

Umm...adding non-RG approved file is kinda...not good?

Game-Maps.NET never said we was an RG file only site.

I don't use it myself unless am gonna play in an RG only server, why?, because am fed up with it fucking crashing all the fucking time.

Subject: Re: Im Back! Weapon Replacements
Posted by [Gen_Blacky](#) on Sun, 19 Aug 2007 21:39:56 GMT
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Renguard is just an excuse for people not to get banned

Subject: Re: Im Back! Weapon Replacements
Posted by [SWNight](#) on Mon, 20 Aug 2007 15:47:03 GMT
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Gen_Blacky wrote on Sun, 19 August 2007 16:39Renguard is just an excuse for people not to get banned

Yeah, I agree with Blacky, all it does it searches in YOUR data folder, does nothing to help get rid of cheaters. And is really fucking annoying when you try and use weapon replacements with RG.

Subject: Re: Im Back! Weapon Replacements
Posted by [UltimoWOL](#) on Mon, 20 Aug 2007 16:02:32 GMT
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Damn good model.

Did ya'll know that the M16 was the autorifle of TD? (Who doesn't)

And it was also cut out of Renegade.

It would be really cool if it got the same texture like the Concept ones.

<http://www.cnc-source.com/forums/index.php?automodule=gallery&req=si&img=3015>

Just forget the rust parts, we all know that Renegade itself don't have rust guns, so it wont fit in.

But THIS model is surely better than the concept ones.

Subject: Re: Im Back! Weapon Replacements
Posted by [u6795](#) on Mon, 20 Aug 2007 23:34:22 GMT
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UltimoWOL wrote on Mon, 20 August 2007 12:02: Damn good model.
Did ya'll know that the M16 Calico SMG was the autorifle of TD? (Who doesn't)

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Thu, 23 Aug 2007 18:22:54 GMT
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ok im continuing my Real Weapon mod for renegade and heres 2 new vids of the toughest weapons to date

currently added to mod are

M16a2

M16a2+m203

m249saw

g36k

g36kextended

glock

p90

famasf1

ak101

m24 sniper rifle (new)

styer aug

planning to add

Mp5

Svd Dragunov

rpg

bazooka

and if i can find the model a m1a1 tank!

File Attachments

- 1) [m249saw.wmv](#), downloaded 186 times
 - 2) [m24sniper.wmv](#), downloaded 188 times
-

Subject: Re: Im Back! Weapon Replacements
Posted by [sadukar09](#) on Thu, 23 Aug 2007 18:34:22 GMT

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u6795 wrote on Mon, 20 August 2007 18:34UltimoWOL wrote on Mon, 20 August 2007 12:02Damn good model.

Did ya'll know that the M16 Calico SMG GAU-3 Eliminator was the autorifle of TD? (Who doesn't)

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Fri, 24 Aug 2007 12:27:58 GMT
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mp5 added now doing dragunov

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Fri, 24 Aug 2007 13:45:50 GMT
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Dragunov and RPG added next is the G3a3

Subject: Re: Im Back! Weapon Replacements
Posted by [slavik262](#) on Fri, 24 Aug 2007 14:19:23 GMT
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Urimas wrote on Thu, 23 August 2007 13:22ok im continueing my Real Weapon mod for renegade and heres 2 new vids of the toughest weapons to date

currently added to mod are

M16a2

M16a2+m203

m249saw

g36k

g36kextended

glock

p90

famasf1

ak101

m24 sniper rifle (new)

styer aug

planing to add

Mp5

Svd Dragunov

rpg

bazooka
and if i can find the model a m1a1 tank!

Is the M24 skin temporary? It looks kinda cheesy. Also, the saw shouldn't be held that high. The thing is heavy. It should more or less be lugged around.

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Fri, 24 Aug 2007 15:38:11 GMT
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well if you can find me a better m24 skin then post it and if you played BF2 the saw is held at the shoulder.

Subject: Re: Im Back! Weapon Replacements
Posted by [IronWarrior](#) on Fri, 24 Aug 2007 17:14:53 GMT
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slavik262 wrote on Fri, 24 August 2007 09:19Urimas wrote on Thu, 23 August 2007 13:22ok im continueing my Real Weapon mod for renegade and heres 2 new vids of the toughest weapons to date

currently added to mod are

M16a2
M16a2+m203
m249saw
g36k
g36kextended
glock
p90
famasf1
ak101
m24 sniper rifle (new)
styer aug

planing to add

Mp5
Svd Dragunov
rpg
bazooka

and if i can find the model a m1a1 tank!

Is the M24 skin temporary? It looks kinda cheesy. Also, the saw shouldn't be held that high. The thing is heavy. It should more or less be lugged around.

The SAW is fine.

Matches the same height in used in America's Army the official game.

Link below is a video of the SAW in action, AA is built to be real as it can get on a computer.

<http://www.youtube.com/watch?v=PISDiBqBHtU&mode=related&search=>

Subject: Re: Im Back! Weapon Replacements
Posted by [slavik262](#) on Fri, 24 Aug 2007 21:01:21 GMT
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Urimas wrote on Fri, 24 August 2007 10:38well if you can find me a better m24 skin then post it and if you played BF2 the saw is held at the shoulder.

I didn't say I could. Was just trying to be constructive. Your work is amazing.

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Fri, 24 Aug 2007 21:54:26 GMT
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lol sorry if i sounded rude (did not mean to) but i meant if you can find a better skin post it and i'll try it

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Sun, 26 Aug 2007 21:04:32 GMT
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Jackhammer added (having trouble finding a low poly M1A1 tank)

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Mon, 27 Aug 2007 18:20:07 GMT
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if you have anymaps ready to use (in level editor format) i'll add it (must be decent not strange and disfigured).

Subject: Re: Im Back! Weapon Replacements

Posted by [u6795](#) on Fri, 31 Aug 2007 20:10:35 GMT

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I know you're working on your little pkg, urimas... but...

Hey guys, look what I found.

http://telias.free.fr/models_3ds_menu.html

Subject: Re: Im Back! Weapon Replacements

Posted by [Starbuzz](#) on Fri, 31 Aug 2007 20:37:28 GMT

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^^ Looks like the M41A Pulse Rifle from Aliens. I think that's it. It will be cool if the original sound effect is re-created in Renegade. That gun sounds so good.

Subject: Re: Im Back! Weapon Replacements

Posted by [IronWarrior](#) on Fri, 31 Aug 2007 21:03:43 GMT

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Starbuzz wrote on Fri, 31 August 2007 15:37^^ Looks like the M41A Pulse Rifle from Aliens. I think that's it. It will be cool if the original sound effect is re-created in Renegade. That gun sounds so good.

I made a version of the sound effects for the auto rifle and chaingun, they not awesome or anything, but sound pretty close, I just recorded the sound effect from inside Aliens Vs Predator the game.

For a while, I was looking for a program to open up the game files to grap the audio files, but had no luck. :/

I will upload them to Game-Maps.NET later for you to download and test if you want.

Subject: Re: Im Back! Weapon Replacements

Posted by [Starbuzz](#) on Sat, 01 Sep 2007 00:41:46 GMT

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Sweet! That will be nice of you, IronWarrior...but no need to rush!

EDIT: I am pretty sure the audio files for the Pulse Rifle from the game are lying around somewhere.

Subject: Re: Im Back! Weapon Replacements
Posted by [IronWarrior](#) on Sat, 01 Sep 2007 09:20:00 GMT
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Starbuzz wrote on Fri, 31 August 2007 19:41 Sweet! That will be nice of you, IronWarrior...but no need to rush!

EDIT: I am pretty sure the audio files for the Pulse Rifle from the game are lying around somewhere.

Well, I only used the demo and all the game files, sounds, models and everything was incyrypted in some big file that I couldn't open.

Maybe, the full versions of Aliens Vs Predator the files are not?

Am gonna be putting them on the site today, I think the sounds are on a backup cd somewhere, gotta find it.

Subject: Re: Im Back! Weapon Replacements
Posted by [IronWarrior](#) on Tue, 04 Sep 2007 08:33:25 GMT
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Starbuzz wrote on Fri, 31 August 2007 15:37^^ Looks like the M41A Pulse Rifle from Aliens. I think that's it. It will be cool if the original sound effect is re-created in Renegade. That gun sounds so good.

As I'll promised.

You can download the RAW sound effects for the Pulse Rifle and Smart Gun here.

Game-Maps.NET

I'll didn't touch them or anything, they sound abit odd in game, because Renegade, when you fire, it's just replaying the sound over and over and the Marine weapons sound effects, don't like that, so the sound is abit off.

When I've not busy, I'll try to edit them for Renegade use.

But, enjoy anyway.

Subject: Re: Im Back! Weapon Replacements
Posted by [Starbuzz](#) on Tue, 04 Sep 2007 15:59:45 GMT
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Sweet...I have download them. Thank you very much Iron!

Subject: Re: Im Back! Weapon Replacements
Posted by [Muad Dib15](#) on Tue, 04 Sep 2007 23:03:36 GMT
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Slavik, you submit these to rg. They are awesome mods and deserve to rg so you can run it and the guns at the same time.

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Wed, 05 Sep 2007 22:29:54 GMT
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sorry i've been away but i was testing a new weapon view but it failed but after i've finished the PCT icons for the weapons i'll release a multiplayer DEMO! (i cant host one of you lot will have to)

Subject: Re: Im Back! Weapon Replacements
Posted by [GrimmNL](#) on Sat, 08 Sep 2007 16:11:54 GMT
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Urimas, i really like your models and i would like to upload some of them the the jelly-server skin site aswell, but before i do, could you fix you g36k model. it still misses the 'metaldark.tga'.

just send me a pm if you'd like your stuff on the jelly-server skin site aswell.

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Tue, 11 Sep 2007 15:14:30 GMT
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well my models for this mod wont be seperate and only part of the mod but when mod is ready you can host it if you want.

NOTE at this very moment im adding the PCT icons in (later i'll even replace the Beacons with buyable hand grenades!)

Subject: Re: Im Back! Weapon Replacements
Posted by [slavik262](#) on Fri, 14 Sep 2007 03:01:53 GMT
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Urimas, I was wondering if I could have the dual pistols model you made for Tanya in A Path Beyond way back when. The thing would look awesome for the new Beta.

Subject: Re: Im Back! Weapon Replacements
Posted by [Muad Dib15](#) on Mon, 17 Sep 2007 01:04:51 GMT
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^^

what he said id like those as well.

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Fri, 28 Sep 2007 19:43:25 GMT
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well i dunno what i did with the pistols but im gona be away for a bit to to major work on balencing and tweaking the weapons so cya in a few days or mabye a couple o weeks ^_^

(even adding figher and bomber jets)

Subject: Re: Im Back! Weapon Replacements
Posted by [Urimas](#) on Thu, 11 Oct 2007 22:51:35 GMT
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ok i've almost done the 1player (not missions) training map demo (with about 13 custom rigged by me) modern weapons so watch out for a new thread about it (also added custom hummvee/mrls/tank/apache/f16/mig/a10thunderbolt and a cheesy stationary Artillery USABLE!)

still gona add
Pump action shotgun
medic/engineer demolitions soldiers

Subject: Re: Im Back! Weapon Replacements
Posted by [Scrin](#) on Fri, 12 Oct 2007 06:44:35 GMT
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Urimas wrote on Thu, 11 October 2007 17:51ok i've almost done the 1player (not missions) training map demo (with about 13 custom rigged by me) modern weapons so watch out for a new thread about it (also added custom hummvee/mrls/tank/apache/f16/mig/a10thunderbolt and a cheesy stationary Artillery USABLE!)

still gona add
Pump action shotgun
medic/engineer demolitions soldiers
hey mate ,, nice work like alwase...
