

---

Subject: New guns (replacements)  
Posted by [Urimas](#) on Sat, 19 Jan 2008 01:29:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

D36K (Autorifle replacement)  
<http://www.fileden.com/files/2007/5/25/1111692/g36.png>  
<http://www.fileden.com/files/2007/5/25/1111692/g363p.png>  
Desert Eagle (pistol replacement)  
<http://www.fileden.com/files/2007/5/25/1111692/DE1p.png>  
<http://www.fileden.com/files/2007/5/25/1111692/DE3p.png>  
P90 (basic)  
<http://www.fileden.com/files/2007/5/25/1111692/p901p.gif>  
<http://www.fileden.com/files/2007/5/25/1111692/p903p.gif>

enjoy  
Files

<http://www.fileden.com/files/2007/5/25/1111692/G36K.zip>  
<http://www.fileden.com/files/2007/5/25/1111692/Desert%20Eagle.zip>  
<http://www.fileden.com/files/2007/5/25/1111692/p90.zip>  
Add these file to the Data folder.

your friendly weapon animator ~Urimas Ebonheart~

file below posible p90 texture fix.

### File Attachments

---

1) [p90texture.tga](#), downloaded 196 times

---

---

Subject: Re: New guns (replacements)  
Posted by [Lone0001](#) on Sat, 19 Jan 2008 01:49:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

They look cool now if only they could be rg approved...

---

---

Subject: Re: New guns (replacements)  
Posted by [IronWarrior](#) on Sat, 19 Jan 2008 04:27:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Very nice, added to Game-Maps.NET

Desert Eagle  
>>Download<<

G36k  
>>Download<<

Enjoy.

And good work Urimas, you really have made yourself a name for yourself with weapons skins.

---

---

Subject: Re: New guns (replacements)

Posted by [Urimas](#) on Sat, 19 Jan 2008 04:42:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

next is the p90 (new version) and berrett sniper rifle

---

---

Subject: Re: New guns (replacements)

Posted by [IronWarrior](#) on Sat, 19 Jan 2008 05:13:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Urimas wrote on Fri, 18 January 2008 22:42 next is the p90 (new version) and berrett sniper rifle

Nice, looking forward to the P90, work hard on that, as it is a favorite for alot of people.

---

---

Subject: Re: New guns (replacements)

Posted by [Dreganius](#) on Sat, 19 Jan 2008 05:52:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Including me.

---

---

Subject: Re: New guns (replacements)

Posted by [Urimas](#) on Sat, 19 Jan 2008 15:29:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

would you like attachments to it (scope / silencer)

Please give my DE and G36k a rating plz

---

---

Subject: Re: New guns (replacements)

Posted by [IronWarrior](#) on Sat, 19 Jan 2008 15:40:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Urimas wrote on Sat, 19 January 2008 09:29would you like attachments to it (scope / silencer)

Please give my DE and G36k a rating plz

---

A red dot scope and a silencer.

---

---

Subject: Re: New guns (replacements)  
Posted by [Urimas](#) on Sat, 19 Jan 2008 15:48:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

na actualy ill save the addons for my pkg (most weapons will have addon features)

P90 (also on first post)  
<http://www.fileden.com/files/2007/5/25/1111692/p901p.gif>  
<http://www.fileden.com/files/2007/5/25/1111692/p903p.gif>  
<http://www.fileden.com/files/2007/5/25/1111692/p90.zip>

---

---

Subject: Re: New guns (replacements)  
Posted by [Di3HardNL](#) on Sat, 19 Jan 2008 16:59:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Urimas could you maybe make a laser for the ramjet or (500) sniper? I tried once with making a very thin box but with huge length and added it to the ramjet, but it looks ugly. Maybe you have a way to make it look cool ?

---

---

Subject: Re: New guns (replacements)  
Posted by [IronWarrior](#) on Sat, 19 Jan 2008 17:38:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Urimas, did you remember to add all the files for the P90?

The skin for the model seems to be missing for first person and third person.

Di3HardNL, that laser on the ramjet... is very unfair.

---

---

Subject: Re: New guns (replacements)  
Posted by [Di3HardNL](#) on Sat, 19 Jan 2008 18:05:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I want to use the ramjet with the laser for my own map, I dont want to use it online, because its way harder aiming with it (you might think im wrong but i tested it out)

---

---

Subject: Re: New guns (replacements)  
Posted by [Urimas](#) on Sat, 19 Jan 2008 18:22:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nope i just cheacked all files for p90 are there.

---

Subject: Re: New guns (replacements)  
Posted by [IronWarrior](#) on Sat, 19 Jan 2008 18:32:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Urimas wrote on Sat, 19 January 2008 19:22nope i just cheacked all files for p90 are there.

In that case, are all the files named right?

It's been added to Game-Maps.NET

P90  
>>Download<<

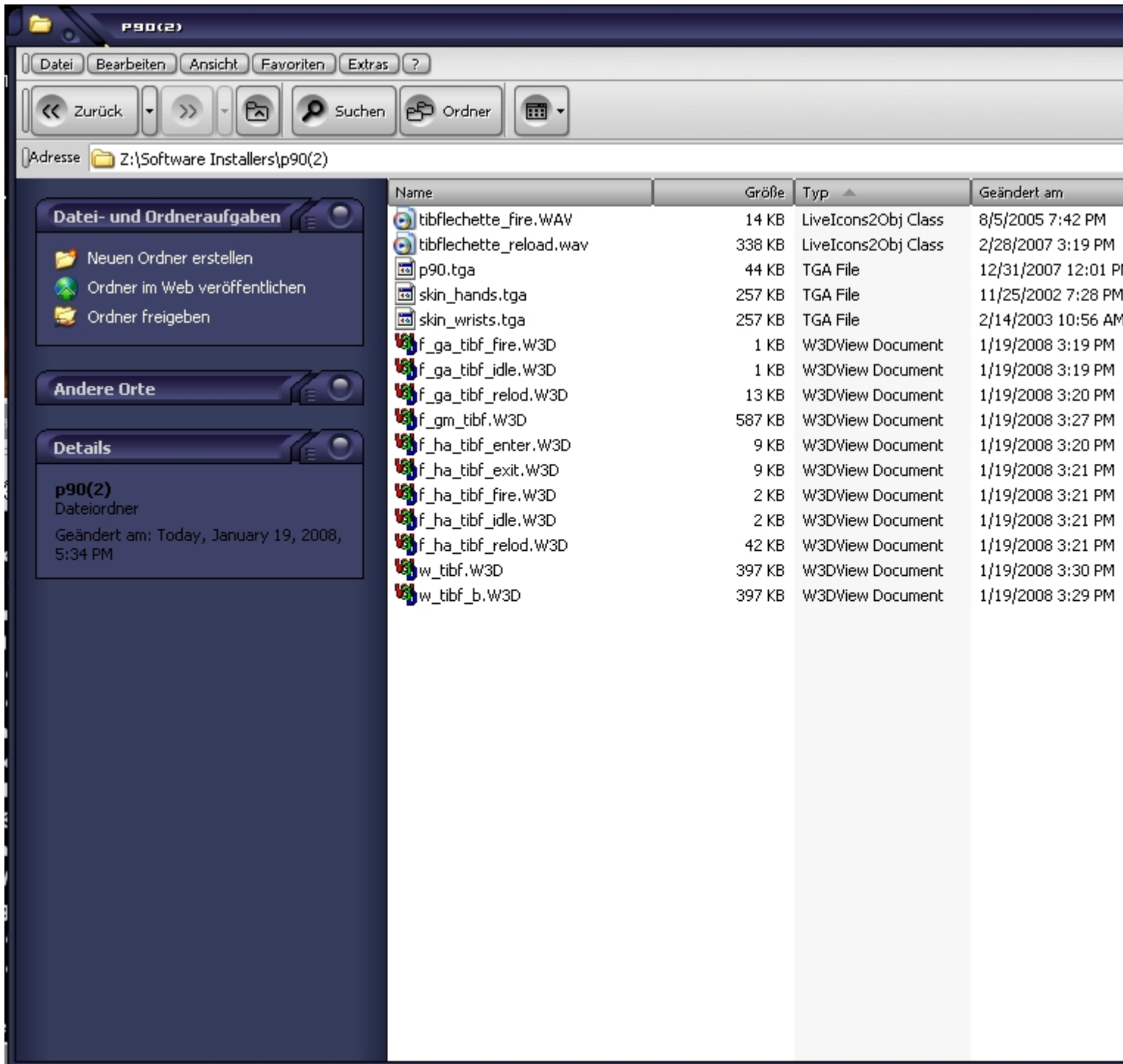
Not able to add screenshots for the file as yet, due to this "missing texture skin" that am having.

I've added a screenshot of the files that I have for the P90, sorry for the uber lage image, I was too lazy to resize.

P90.

### File Attachments

1) [p90files.JPG](#), downloaded 1037 times



---

Subject: Re: New guns (replacements)

Posted by [Urimas](#) on Sat, 19 Jan 2008 19:00:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yep its all there it should be working :S

---

Subject: Re: New guns (replacements)  
Posted by [IronWarrior](#) on Sat, 19 Jan 2008 19:09:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Urimas wrote on Sat, 19 January 2008 13:00yep its all there it should be working :S

I already have lots of weapon skins installed, I guess some could be messing me up, I check later by installing a new copy of Renegade.

---

Subject: Re: New guns (replacements)  
Posted by [IronWarrior](#) on Sat, 19 Jan 2008 21:57:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Has anyone else downloaded this file and does it work for them?

Because, I'm still getting a missing texture error.

Urimas should the file p90.tga be named that, shouldn't that be the texture file.

---

Subject: Re: New guns (replacements)  
Posted by [u6795](#) on Sun, 20 Jan 2008 03:07:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Random suggestion..  
<http://www.turbosquid.com/FullPreview/Index.cfm/ID/321780>

---

Subject: Re: New guns (replacements)  
Posted by [Urimas](#) on Sun, 20 Jan 2008 18:23:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

p90.tga is the right on because its working for me so i dunno why it aint for you.

but right now im taking a break and making my 2d morpg game Karsania

---

Subject: Re: New guns (replacements)  
Posted by [Gen\\_Blacky](#) on Mon, 21 Jan 2008 17:45:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Di3HardNL wrote on Sat, 19 January 2008 12:05I want to use the ramjet with the laser for my own map, I dont want to use it online, because its way harder aiming with it (you might think im wrong but i tested it out)

---

just follow the preset of the ramjet and change color

---

---

Subject: Re: New guns (replacements)  
Posted by [Urimas](#) on Tue, 22 Jan 2008 16:58:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

well im working on the mod again ive added m16a2 and NEW ak47  
if you have a p90 texture problem try this file.

Also I think i know how to (looks around) ANIMATE MY OWN CHARACTERS!

### File Attachments

1) [p90texture.tga](#), downloaded 184 times

---

---

Subject: Re: New guns (replacements)  
Posted by [cpjok](#) on Thu, 24 Jan 2008 19:07:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ill see if i can get them to work with RG i did to the radar hud

just did dosent work the way thr hud dose so no i carnt

---

---

Subject: Re: New guns (replacements)  
Posted by [IronWarrior](#) on Sat, 26 Jan 2008 05:27:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Urimas wrote on Tue, 22 January 2008 10:58well im working on the mod again ive added m16a2  
and NEW ak47  
if you have a p90 texture problem try this file.

Also I think i know how to (looks around) ANIMATE MY OWN CHARACTERS!

Awesome, that new texture you added to your post, fixed it.

---

---

Subject: Re: New guns (replacements)  
Posted by [Urimas](#) on Sun, 27 Jan 2008 21:05:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

OK PEOPLE im now restarting all my weapons.....why?

I got my hands on Counter strike guns + textures! so heres the new p90 (no texture added yet)

<http://www.fileden.com/files/2007/5/25/1111692/p90new.png>

problem is there 1 whole model so i have to butcher it to get the right parts but its worth it

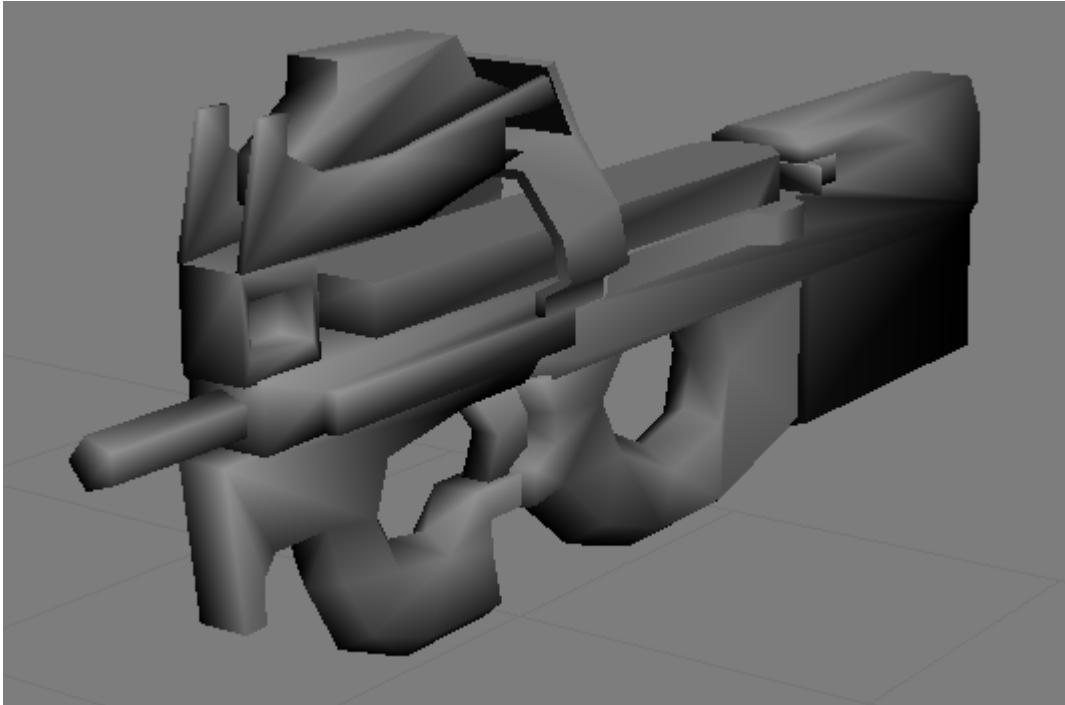
EDIT heres the textured VERSION!

<http://www.fileden.com/files/2007/5/25/1111692/p90newt.png>

### File Attachments

---

1) [p90new.png](#), downloaded 352 times



2) [p90newt.png](#), downloaded 337 times



---

Subject: Re: New guns (replacements)  
Posted by [Urimas](#) on Sun, 27 Jan 2008 21:33:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

heres the 3rd person view of the p90 please tell me what you think!

<http://www.fileden.com/files/2007/5/25/1111692/p903p.png>

File

<http://www.fileden.com/files/2007/5/25/1111692/p903p.zip>

### File Attachments

- 1) [p903p.zip](#), downloaded 177 times
- 2) [p903p.png](#), downloaded 353 times

